

Adventure Probe

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DISTRIBUTION

Adventure Probe is distributed during the first week of the month. Copy date for contributions, advertisements etc is 14th of the previous month.

CONTRIBUTIONS

All contributors sending in material between 14th of the previous month and up to copy date will have their names entered in the HALL OF FAME for the subsequent month. CONTRIBUTIONS are always needed and ALL readers are invited to send in items for every section. Anything from a single hint or tip to a full blown article are all very welcome. Reviews of the adventures you have played are especially welcome. Don't worry if you cannot send in typed material as handwritten is just as welcome. If you send in contributions for more than one section please use different sheets and make sure you include your name and computer. If you do send in items ready typed then please use A4 with a nice margin all around with text being approx 70 chars across and 60 lines per page. Items can be sent in on disc (all discs will be returned). I am able to handle Amstrad CPC6128 on Protex (or Tasword), C64 on Easyscript, Atari ST on Protex or First Word Plus, Amiga on Protex or Kindwords. ASCII files should be alright too. Sorry I have no suitable printer for BBC or Spectrum. FAXSIMILE may be used to send items also (same telephone number). If you send in items for the IN-TOUCH section please clearly mark which are adventures, utilities, arcade games etc.

POSTAL ADDRESS

Please send all correspondence, subscriptions etc to the editor: MANDY RODRIGUES, ADVENTURE PROBE, 67 LLOYD STREET, LLANDUDNO, GWYNEDD, LL30 2YP. If writing from overseas please add U.K. to address.

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HALL OF FAME

Sincere thanks to the following readers who took the time and trouble to send in contributions during the past month:

HUGH WALKER, CHRIS WIGGINS, JACK LOCKERBY, MARGO PORTEOUS, MARTIN FREEMANTLE, BARRY DURRANS, LIZ AHMEDZAI, JEREMY SMITH, LORNA PATERSON, JIM HAZLETT, SIMON AVERY, JUNE ROWE, RON RAINBIRD, NEIL SHIPMAN, DENNIS DOWDALL, BARBARA BASSINGTHWAIGHTE, PAUL HARDY, PHILIP REYNOLDS, JIM STRUTHERS, H. KNOTT, RAYNIR STEFANSSON, MARGARET CREWDSON, DAVE BARKER, THE GRUE, JIM DONALDSON, KEZ GRAY, DOROTHY MILLARD and GRAHAM WHEELER.

This months cover picture is by BARRY DURRANS and the logo by MERC.

EDITORIAL

Welcome to Volume 5, issue 8 of Adventure Probe.

Long, hot summer days are here at long last, the children are off school for the holidays and chaos reigns - not that that is unusual - the only difference is that now we don't have to get up quite so early in the mornings unless the postman decides to deliver a package larger than normal! Speaking of postmen reminds me to tell you of a rather embarrassing experience I had this month. Over the years of producing Adventure Probe I hadn't given a thought to what my postmen might think of all the mail that comes to the door each day until I went to the post office to deliver the carrier bags containing the last issue. Because there are so many I have a special arrangement to go to the sorting department with them (so I don't bung up any letter boxes!) and as I handed them over I remarked - just to make conversation - "Here are all the replies to all those letters you keep delivering!" The postman gave me a strange look, grinned and said, "Oh yes, you're Mandy Rodrigues aren't you, actually me and the lads have been wondering exactly what it is that you do?" "Oh, it's just a magazine I produce about computer adventures", I replied. "Oh", he said, "We were wondering if it was one of those naughty magazines". "Why on earth should you think that?!" I asked. "Well, it was just the names on the letters that got us wondering, Adventure Probe and Atlas Adventure Software - the mind boggled a bit, it was when the 3D Construction Kit letters started to arrive that we got a bit confused!" Honestly folks, I'm not kidding! My cheeks were so red, I spent the rest of that week wondering if my reputation had been shot to pieces all over the town! No wonder the new young postman who delivered a recorded delivery letter the previous week had been grinning - and I had opened the door dressed to the nines with all my warpaint on - and I actually invited him to come inside to wait while I got a pen 'cos his had run out! John thinks the whole thing was hilariously funny but I have been squirming ever since when the postman delivers to the door!

I have had some rather upsetting news this month, Mike Brailsford the editor of Spellbreaker, was rushed into hospital last week. I did speak to him on the telephone and he told me that it was rather serious and he would be out of action for a while, all depending on the results of hospital tests. He asked me to please pass on the message to anyone who is waiting for the magazine or anyone waiting to hear from him. Everything will have to be suspended for a while until he is well again. I know that many of you will be anxious to know how he is but please do not telephone as he will be unable to answer the phone for a while. I will let you know how he is getting on as soon as I can. Meanwhile I know that you will all join with me in sending Mike all our best wishes for a speedy recovery. We will be thinking of you, Mike and wishing you well, keep your chin up.

The Convention is drawing nearer and I am beginning to get very excited about meeting you all once again. Anyone who hasn't yet sent in their ticket application forms please do so as soon as possible. I haven't received many nomination forms for the awards ceremony yet so please do send them in as soon as you possibly can so that votes can be counted in good time to arrange the awards.

Well, that's it from me again this month, I'll see you all again next month as usual. Byeeee.

Mandy

REVIEWS

CAMELOT by Matthew Peigg

Available from Labyrinth Software for the Atari ST - £5.95

Reviewed by Neil Shipman

The legend of King Arthur has been a rich source of inspiration for many adventure writers over the last few years. Some have treated the subject seriously whilst others have used it as a scenario upon which to base a humorous game. From the moment you see the package of Camelot with its black and white line drawings of a gangster rat complete with trilby and shotgun and a bespectacled dragon reading a newspaper you'll realise that this adventure falls firmly into the latter category.

The loading screen picture of a Camelot nameplate is followed by an illuminated scroll giving the background to the story and then you are into the text of the adventure itself. You play the part of Sir Waldo of Twiston Village and you've been chosen by your local priest to go to Camelot and become one of the fabled Knights of the Round Table. At the start you find yourself a short walk from the castle, clad in tunic and hose and clutching a note of introduction. The guard on the gate is none too happy about letting you in but, if you can satisfy his taste buds, he'll make way for you and you'll enter the great hall to meet King Arthur himself.

As the knights gather round, Arthur reveals that all is not well in Camelot. Merlin has disappeared and Queen Guinevere has been abducted by an evil enchanter. If you can bring his beloved queen back to him then Arthur will be eternally grateful and, what's more, you'll have proved yourself worthy of sitting at the round table with the rest of the company.

A quick search of the castle will soon locate Merlin's room and, as you learn to use a little bit of magic, the wizard himself will appear. If only he had his crystal ball he could use it to find out where Guinevere is. However, some wicked pirates have stolen it and he entreats you to get it back. Getting yourself equipped for the task involves a fairly straightforward series of puzzles set in the castle and the nearby village. Then it's on to a battle with the black knight and a confrontation with that dragon before you can set about rescuing the queen.

The descriptions of the 75 locations (which include a medium-sized maze) are usually 3 or 4 lines long, but many of the responses run to a full screen or more - and quite funny they are too. I particularly liked the bit on Merlin in the reference book in the Ulster Pendragon Memorial Library and the fight with the dragon. To provide some variety in the display the author has used different colours for different places; green in the forest, blue at streams and rivers, yellow in the castle itself, and red in the Garden Shed of the Damned! You can also play a couple of useful little tunes on an ancient shawm.

There are a few spelling mistakes and, sometimes, confusion between "its" and "it's", plus the common STAC problem of split punctuation over the ends of lines. But the adventure is none the less enjoyable

and I found it a most amusing and very creditable first offering from Matthew Taylor. I shall look forward to the sequel - said to be starring Sir Waldo's sister - and to Labyrinth's next release, The Curse of the Mummy's Tomb.

Labyrinth also intend to produce a disk-based STAC tutorial which will include lots of hints and tips, an enhanced Quickstart file with many verbs and special routines already implemented and a free game complete with source code for you to play around with.

They are interested, too, in marketing adventures by other authors whether written with STAC, another utility or from scratch. They are mainly thinking of the ST market, but anything for the C64 or Amstrad PCW would also be considered. So if your unpublished masterpiece is lurking at the back of a drawer you might like to dust it off and send it to Matthew Pegg, Labyrinth Software, 70 Malletts Close, Stony Stratford, Milton Keynes MK11 1DG.

HELVERA - MISTRESS OF THE PARK

Available from Atlas Software, see advertisement section for details.
Reviewed by SIMON AVERY and played on CPC464

HELVERA, written by the infamous Bob Adams, follows his success with the hilarious Grue-Knapped! After visiting the park one afternoon, and whileing away a few hours feeding the ducks, you try to leave, but you walk straight into an invisible barrier.

After nursing your squashed nose, you are then captured by strange creatures who drag you kicking and screaming into the park-keepers house. Here you are confronted by Helvera who tells you to find six coloured globes or die! Since dying consists of being systematically tortured by her helpers, you generously offer your services and so your quest begins.

Although not as funny as Grue-Knapped, Helvera still makes you chuckle frequently - and it contains some very original puzzles that are bound to make your brain work! However, all the puzzles are logical and can be solved by using the objects scattered about. It's not a big game with about 34 locations but, as with Grue-Knapped, there is something to do in most of them. Again Bob has used Adlan to write this professional and compelling adventure. There are a few "in" jokes but not enough to leave "out" players cold.

Overall, a very good game with no horrible graphics to mar its presentation and is suited to both the learner and experienced adventurer. This game, along with Grue-Knapped is set to become a cult classic, and is well worth the money being asked. So come on Bob, I look forward to another adventure from your "warped mind".

'Played' on Atari ST by Hugh T. Walker

This game was sent to me for review but as I am totally stuck with a score of 17% and have no details of how much it costs nor from where it may be obtained (other than that it was written by Mark J. Howlett and Nigel P. Dumont ... who he?) I hope you will forgive me if I devote a page or two to a meander through various features which illustrate quite nicely some of the points that I was trying to make in my 'Playtester's Lament' some months ago. (Our Beloved Leader will be delighted to furnish details of back-copies to those who haven't a clue what I am on about).

This magical four-part adventure comes on two disks whose directories suggest to me that it was written using STAC, in spite of the absence of any acknowledgement of this. However, I could be wrong as the screen presentation is a cut above the average for games written on that system, and displays more imagination than the accompanying booklet which, after giving loading instructions, a somewhat excessively detailed list of editing cursor control commands and a glossary of commonly used verbs, with abbreviations where appropriate, goes on to regale us with a rather turgid account of the background scenario which explains the apparent 'pronting-error' in the title, viz:

Deserted castle - overtaken by evil, unknown to local inhabitants - Only one wizard (named Zimaraf), of the guild of ten, realises the danger - rallies human army - humiliating defeat - evil terrorises neighbourhood, changing evolution to produce monsters - 10 wizards take on evil without the help of man - 'many died in the bloodshed that followed' (sic. there are only 10 of them to start with!) - evil minions defeated but 9 wizards killed - Zimaraf flees - source of evil remains, grows in power - challenged by travelling wizard - both killed - normality returns - evil resurrected - process of 'evilution' restarted - "...who will be able to stop the changing of evolution this time?" (Gosh!!)

So the game begins at about 10:30pm in the bar of an inn, where I am wondering what on earth this has to do with the story I have just read ... (because I haven't turned the box over and read the blurb on the back)! Apparently, I can talk to the Bartender ... the only thing is that I seem to have difficulty in making him understand. I can buy beer! Great! ...but he refuses to serve after the third glass! Well, if that's his idea of a good night out, I'll take my custom elsewhere in future!

(Yes! It is STAC ... unless someone has independently developed a fileselect system of identical ugliness and user-unfriendliness as that which Sean Ellis produced for STAC!)

Strolling around, I find an old Storyteller telling tales to a group of people so I try to talk to him (don't you just love the way that STAC requires the whole word in full) but he doesn't understand. (Could it be the beer?). I stop trying to ask 'intelligent' questions and try a simple "Hello". Ahah! He understands this. Apparently, I tell him that I am looking for my brother who is missing ... (this is news to me as well as I still haven't read the back of the box). He tells me that there is a lot of it about; ie. people going missing.

I start again... and find that I can go outside and if I do not stop out too late, I can return to the pub. I meet a Gravedigger. He doesn't understand me either so I hit him (Yes! This game has combat!)

...er... the gravedigger turns into a demon (with 500 hit points). This has its plus side as well as its minuses - I only have to type 5 letters for 'Demon'. Perhaps the Storyteller can tell me something useful about the Demon so, back to the pub. Oh goodie! The Demon is coming too. I'll be able to show him off to my friends in the pub. The Storyteller doesn't understand me but, Joy of Joys, I have found that he answers to 'old'. Meanwhile, 'Old' goes on telling his tales and there is this demon knocking seven colours of brickdust out of me while, apparently, no one notices! What an uncaring society! Anyway, it doesn't last long.

I start again... and, avoiding the beer, pop outside for a bit of exploration then back before closing time to buy a room for the night, have a sleep and then have all sorts of adventures, including finding a secret chamber with an invisible chain:
 "PULL CHAIN" - "...the chain is fixed to the wall"
 "EXAM WALL" - "...nothing of interest about this wall". (Well I think that the chain is very interesting, but there is no accounting for taste I suppose) ... but I have a key, so:
 "UNLOCK CHAIN" - 'You cannot see an iron chain' (Huh?).

At one point I find a river bank, I can go east to the road or west to some charcoal remains. OK! - "WEST" - "...you cannot swim".
 Hmm? ... must be pretty soggy charcoal in these parts, unless the river is in the way, in which case why did it tell me that I could 'go west to some charcoal remains'?

I find a priest praying in the church. He is very devoted and just keeps on praying when I try to engage him in witty dialogue. However, I find his weak spot:
 "GIVE KEY TO PRIEST" - 'Thankyou very much says the priest'.
 Now, that got his attention! Obviously he has a thing about keys. Hmm? He also has the key now. Perhaps this wasn't the right thing to do? He still won't talk to me, not even about keys. OK! I'll hit him and see what HE turns into. Huh? He just keeps on praying ... then a fireball chooses this moment to go to church and turns me to ashes. (I just hope it took out the priest as well! Christian charity is not exactly at the top my agenda at this moment in time!).

I start again... and find a straight branch of even diameter along its whole length - strange trees in these parts! - I know! I'll take it to the blacksmith and get him to make me a spear:
 "GIVE BRANCH TO BLACKSMITH" - 'Thankyou very much says the blacksmith'
 ... 'MAKE ME A SPEAR', I cry - but can I make him understand? Not a chance! Resisting the temptation to hit the blacksmith I ponder on the fact that now the blacksmith has the branch. Perhaps this was not the right thing to do?

I start again... and, eventually, I reach the giddy heights of 17%, having just killed a bear (without a spear!) in order to acquire a boat with a hole in it. After a momentary dilemma over the morality of the death of the bear, I realise that my score was 15% before I killed it, so if the score approves, then it must be the right thing to do.

What now? Perhaps the book which the priest wouldn't let me see was about the maintainance and repair of small boats with holes in their sides?
 Could it be that the blacksmith needs the charcoal which I couldn't get to for his forge?
 Maybe I could chain the boat to the wall and... well, maybe?

However, the thing is that I am still trying! Infuriating though it may be, this game has that certain indefinable something which keeps me trying 'something else' ... and that other something which says, "Is that really the time? Heaven help my first patient tomorrow ...er... today!"

A great deal of effort has gone into this game, which has lovely graphics (mouthwash time) and often has alternative location text for daytime and night-time descriptions, but I do wish that it had had a bit more fine-tuning at the play-testing stage.

It would be nice if the game had more 'sense of direction' and a more clear indication of when I have done the things that I should have done and not done the things which I should not have done, and ...er... vice versa.

I also wish that it was possible to switch off the 'Brief' mode which prints only the name of a location when it is revisited, so that you have to "LOOK" to get the full description. This is particularly irksome when you are looking for something with which to mend a small boat with a hole in its side.

One other point: The graphics occupy most of the screen so that the text is scrolling in about 6 lines at the bottom but the picture includes a window which displays the time of day and your attributes of Strength, Health, Fatigue etc., so if you turn off the graphics this useful data can only be found out by typing in "TIME", "STRENGTH" etc. which, as each input moves on the clock by one minute, means that it takes about 6 minutes of game time to discover the information which is on screen if you don't mind forever pressing a key to reveal the next 6 or so lines of text. (Are you still with me? ...Yawn!)

So, if Mark J. Howlett and Nigel P. Dumont, a.k.a. Nigma Adventures, are reading this - you have a nice game here (I think) but, please write to 'Probe saying who you are, where the game can be bought and for how much and ... how do you mend a small boat with a hole in its side?

BEHIND THE LINES

Written by Lee Martin, available for the CPC464/6128 from Recreation Re-Creation Software, 39 Gargle Hill, Thorpe-St Andrew, Norwich, Norfolk, NR7 0XX on cassette at £2 or disc £4. Cheques ets payable to Mark Eltringham.

Reviewed by JIM STRUTHERS and played on CPC464

This is another adventure release from the ever-growing software house of Mark Eltringham. As in one or two of his other adventures this one is personalised. Whoever buys it will find their name emblazoned on the screen. I found this a bonus when I played it because it gives you the feeling that someone likes you! In this particular offering I was an ace reporter for the Blyth Gazette! Unable to escape from wartime France I had been instructed to retrieve certain secret documents from the German HQ then head for the Swiss border. Written using GAC the graphics, whilst not stunning, are sufficient to set the atmosphere. Don't think that the adventure will give you hours and hours of entertainment, it won't! What it will do is give you some enjoyable fun for a while as it is not a large game. Experienced adventurers will whizz through it. However, someone just beginning will love it. It is certainly worth the two quid I spent anyway. Some responses are very amusing such as examining the floor in the pub, examining the painting and one or two others. I even spotted a Struthers Street, a Havard Hollow and an Adams was mentioned and there is even a Pancott Place! Very enjoyable. My only gripe was that it ended all too soon as it was so fun-filled and entertaining.

THE LAST BELIEVER

By Paul Lucas. Available from Recreation Re-creation, 29 Gargle Hill, Thorpe St Andrew, Norwich, Norfolk, NR7 OXX. For Amstrad CPC 464 disc for £4.50 and CPC 6128 disc for £4.50 (State which version.). Cheques etc. payable to Mark Eltringham.

Reviewer JAY HONOSUTOMO played on CPC 6128.

A new software house dedicated to the Amstrad! Great! The Amstrad's future in adventures now looks secure and it should have a long continuous flow of new software released for it, and hopefully it won't stop. I am certain that by the end of this year, Amstrad owners will be swimming in software! Okay, calm down Jay, get on with the review.

The game is set in a mystical far away land. It has been many, many years since anyone has used the power of magic for any use here. The last magician disappeared from here over 50 years ago. Yet a deadly curse has been set on the whole land. A plague has struck and threatens every family in the country. No one here believes that the cause is magic, though. 'Natural disaster, it will pass.', is what they say. That's their opinion.

When your own brother falls ill, you have no choice but to seek for help. One thing that sets you apart from the others is that you believe that magic is the cause, you have strong evidence, a dying country. So, you set out and try to find a solution. A mage who is powerful enough to reverse the curse perhaps. Anything. Your own brother's fate is in your hands. You must help him, and the country, as the last believer.

Well, what did I think? There were quite a few good puzzles in the game which I thought were well constructed, but there were a couple that were a bit illogical and inexplicable. In other words they didn't fit too well into the atmosphere of the game. Most of the puzzles are fairly straightforward though.

The whole game is written in Basic and the main body of the adventure takes up around 18K of the disc. There are also an extra version of the game available to 6128 owners. This is a graphical version with pictures at certain locations, but the location description has been somewhat decreased. The parser, although unfriendly at times, is not bad for a basic game.

Overall, a handsome adventure which is quite enjoyable to play. There are a few negative points, but they should not spoil it too much. A good effort. By the way, the 464 version of the game was programmed by yours truly and any fan mail should be sent to Mandy who will pass it on to me...

TOTAL REALITY DELUSION

By Simon Avery. Available from WoW Software, 78 Radipole Lane, Weymouth, Dorset, DT4 9RS. For Amstrad CPC's on cassette for £2 and disc for £4. Cheques etc. payable to JG Pancott.

Reviewer Jay Honosutomo played on Amstrad 6128.

Yes! Yet another game written by Simon Avery! Is there no stopping this man? Well, I don't know about you but I think I could go on playing Simon's games forever! This is his third title under the WoW label. Talking of title's I found the name 'Total Reality Delusion' totally irresistible!

Okay then, down to the plot. You are a normal, common everyday person. Somehow, you are transported to another reality, another strange place. Everything seems to be just like Earth, but it is not. There are trees which dance, a woodlice which is capable of speech and many more unusual objects and happenings. Your task, obviously, is to escape from this crazy reality, and back to Earth. Sounds quite easy, but many hazards and traps block your way to success. You will need to stretch your wits to the full.

There are some good puzzles in this game which can be real brain teasers. Not that they are very hard and frustrating, but because you can often be misled in the game and you tend to concentrate on the red herrings more than the needed objects!

With Simon as the author, you can expect the game to have a certain amount of humour. Well, again Simon has included loads of funny responses and has used the weird characters to his advantage. I especially took a liking to a woodlouse that played a starring role in the game. He has a hilarious personality and is always doing funny things. I think the reason I enjoy Simon's games is because of his wonderful sense of humour. No one can resist a laugh when playing his games.

I have said this when reviewing 'The Magician's Apprentice' and 'Prison Blues', but I think that it is necessary to repeat it just in case. Many people who have played Simon's Public Domain games may have noticed some minor spelling and grammar mistakes. But this game has no mistakes in any form, as it has been playtested by Lorna Paterson. This game is also available in a three pack (Including 'The Magician's Apprentice' and 'Prison Blues'.) for disc users, and the price is £6. I would strongly recommend buying the whole lot as they are all, in my opinion, great games.

I can only applaud Simon for this new release. He seems to be able to weave a new plot each time he writes an adventure. There will, no doubt, be many more games to come. Lets just hope they are all as good as this one!

SPIRIT OF EXCALIBUR

By Virgin Games. Shop around for the best price.

Reviewed by THE GRUE! and played on Amiga

It is the year 539 and you are the crown regent, Lord Constantine, King Arthur's successor as leader of the knights of the round table. You must travel to Camelot to take over the reins of power, much of Arthur's power however is not yours to command. Sir Lancelot Du Lac, Arthur's great companion, incomparable champion and knight, has gone into retreat. He has taken the greater part of Arthur's veterans with him, many of the other knights, kings and powers of the land will not acknowledge your authority. To make matters worse, the legacy of Arthur's illegitimate son Mordred has come back to haunt you. Though Arthur slew Mordred in his final battle, his sons Melehan and Morgolon have grown to maturity and are carrying on Mordred's quest to usurp the throne.

This game has been broken down into five episodes. Episode one, The King Making where, if your conduct is timely and chivalrous, you will then be rewarded with the crown to Arthur's realm. Basically this part is not too difficult and allows the player to get the feel for the game before any real problems occur. Once you've reached Camelot and obtained the crown, you have your chance to select your party of knights, this done the second episode, The Return of Lancelot Du Lac starts. The realm is now endangered by a Scottish force led by Malehan, Morgolon has mysteriously dropped from sight and a Saxon force is threatening London. To gather the forces needed to defend the realm, Constantine must find a champion who the disaffected knights will respect, the only man is Lancelot. While your quest proceeds to locate Lancelot you must gather what forces you can to delay and harry Malehan's army, fail and there can only be one result.

While attempting to achieve all this you will often have to undertake sub quests, success with these will help immensely with your progress in the game, although it is not necessary to do all of them. The other three episodes are The Enigmatic Giant, The Enchanted Knights of the Forest Suavage and Morgan Le Fay's Revenge.

One of the nice things about this game is the system used is simple and uncomplicated, you can click on an icon or use a single key to choose the required action. The combat sequences can be so simple as to let the computer do it automatically for you but if you are the more adventurous type you can choose a manual option, initially I used auto being a complete coward but I soon came to grips with the manual controls and found it much to my benefit. The reason for this is if you are fighting manually then you can also instruct another of your party to flank the opponent or use some magic to sway the outcome of the fight, giving you a much higher chance of success. If you wish you can ignore the combat completely and you will then be given the outcome of the fight with the resulting losses for each side.

As you scroll across the 16 screen map of England you can at anytime magnify any location whether it be a lake, town, village, castle or fort to provide a close up of any forces or characters that are there. Unfortunately this is where the gameplay slows down dramatically as there is 2.5 meg of graphics to the game and most of the close up scenes have animation so it does take a bit of time to load them in. The game generally is good enough for this not to become a complete bind and the graphics are really excellent. If you've only got one drive though, forget it.

The manual is clear and very well written and gives a useful background on knights and legends in this period in time. The game has a nice atmosphere and feel to it, although classed as a Fantasy Role Playing Game it is really a mix of adventure, RPG and Strategy which should appeal to a wide audience.

So far I have only managed to complete the first two episodes and I've rescued a damsel, defeated the dragon beast, gathered the forces needed to delay Melehan and bribe people to gain information to track down Lancelot who had left his castle in search of the Holy Grail. All in all I've found the game totally intriguing, a game you will surely get your money's worth from. A nice game that will take many hours to complete. If you are looking for something a little bit different this could be it. The only drawback is the time needed to load the graphics but if you've played a Sierra game then even this will seem very quick, with two drives the amount of disk swapping is minimal, it is certainly worth a look.

=====

ADVSYS

For IBM Class PC's

Reviewed by REYNIR STEFANSSON of Iceland.

(Hi to all our Icelandic readers!...Mandy)

ADVSYS was written by David Betz in the USA in 1986 as a special purpose language that was specifically designed to be used to write computer text adventure games. Yow! The language itself is nearly as verbose as the description. The package consists of a compiler, an interpreter, some documentation (formatted for 11 inch paper at 6 lines per inch), an object file and a demo adventure. The object file and the demo adventure are normal ASCII text so you can edit them with most any text editor/processor. First thing you notice are deeply nested parentheses, a smattering of T, NIL and TERPRI and objects, classes and methods all over the place. Sigh. You're right, the language is a LISP derivative. Surprisingly, it all starts to make sense as time goes by, even if you, like me, aren't a LISP hacker. It took me only a short while to add more directions and a method for examining an object.

There are a few standard objects to begin with; Actors, locations, portals and various things. The basis objects are the location and the basic-thing. The rest of the objects are derived from the basic-thing. What does it mean? Well, I grafted the method I mentioned above to the basic-thing, and now I can examine actors, portals and things just by adding a suitable description when I define a specific object. Cute. I'm starting to think there's something nice in object-oriented programming after all.

The parser seems to be quite powerful. The demo adventure has three actors, me, a cat and a dog. I can tell the cat to do something and it obeys! Same thing with the dog. You also get shown how to handle things (two keys) and portals (a front door). And when you try to leave a certain location without taking a key there you get asked, "Didn't you forget something?" and are stuck there until you've taken the key. What the programmer did was to redefine the method "leave" for that particular location.

What else do you get? Save/Restore to/from disk, protection against alien restore files, secrecy (the text in the adventure is encrypted)

and versatility. Yea, for once YOU are the weak link in the adventure-making chain.

So, what do I think? Well, you have to do more than just *rub lamp* to get into the thing, but you get more power than Bush and Gorbachev combined in return. And if you could learn to use *The Quill*, I'm sure you can learn to use *ADVSYS*. In time writing an adventure with *ADVSYS* could become almost as easy as serving a meal from the pre-cooked portions in your freezer.

To date I've found three bugs, 1) It won't overwrite an existing file, 2) If it thinks it lacks some data when it arrives at the end of the adventure file it tends to go into a loop, 3) When asked to print a non-existent message it will print the first message it finds instead. Non is serious and I got around them by 1) deleting the file by hand, 2) Hitting the control-break, 3) test for the message being there before printing it.

While writing this review I implemented a maze so devious it should resist mapping for a considerable time. It is mappable, yes, but very tricky. Anyone interested in testing it out?

=====

CHAMPIONS OF KRYNN

S.S.I. & TSR. Shop around for the best price.
Reviewed by PAUL HARDY and played on Amiga

Champions of Krynn is the first of S.S.I.'s games set in the Dragonlance continent of Ansalon (which readers of the Dragonlance novels will be familiar with) where magic is real and mighty dragons soar through the skies.

After the War of the Lance and the downfall of the Queen of Darkness, Takhisis, law and order returned to the land of Ansalon. The armies of good triumphed over their chaotic enemies and, for a while at least, peace ruled. But evil is a bad loser and Takhisis - greatly angered by the defeat of her armies - decided upon a cataclysmic return to power. With her surviving minions regrouping into some sort of organised state, the Dark Queen decided to put her plans into motion. With the intention of leaving herself undisputed ruler of all Krynn!

Champions of Krynn is the most "polished" of all S.S.I.'s games and has a number of new features. For instance, Krynn's three moons add a welcome touch for they affect a Magic User's power. Mages may be either White Robed (lawful) or Red Robed (neutral) and, when the white and red moons wax and wane, a Magic User's Spells have a higher or lower rate of success, respectively.

Champions of Krynn will take months to complete at you battle your way through the game's various quests and sub plots. Your foes are varied and dangerous and have to be defeated before victory is yours. Readers of the novels will see familiar friends worked into the game too - Caramon Majere, Tanis Half-Elven and Tasslehoff Burrfoot. I am a great fan of the novels and I enjoyed playing the game. It is a great game with lots to see and do and is a real treat for beginners and veterans alike. I have no regrets whatsoever about buying this game and if its sequel, *Deathlords of Krynn* is anywhere near as good I'll be first in the queue to make the purchase!

GRAND BIRTHDAY COMPETITION RESULTS

I am pleased to report that the response to the Grand Fifth Birthday Competition was tremendous. I was also extremely surprised at how many of you managed to work out who the mystery names really were because it was by no means easy! Well done to everyone and my thanks for taking part. Before I go ahead and announce the winner I had better give you the correct solution to the competition as follows:

- (1) Lairy Horrified - LARRY HORSFIELD
- (2) Nib Rumbustious - NIC RUMSEY
- (3) Tarsometatarsus Tab - TARTAN TAM
- (4) Thawed Grub - THE GRUE
- (5) Vicar Jackpot - VICKY JACKSON
- (6) Mangy Roadsides - MANDY RODRIGUES
- (7) Jingoistic Packet - JOAN PANCOTT
- (8) Alar Phantasied - ALLAN PHILLIPS

(The original name that Vicky's computer came up with was actually a part of a gentleman's anatomy that Vicky thought should be censored from Probe for the sake of any younger readers - anyone wanting to know what the computer thought Allan's name was should send a dark brown plain stamped self addressed unmarked envelope.....Mandy)

- (9) Neap Shins - NEIL SHIPMAN
- (10) The Amateur - THE AMSTER
- (11) Ale Bale - ALF BALDWIN
- (12) Wagered Poodle - WALTER POOLEY
- (13) The Innocent - THE INNKEEPER
- (14) Juniper Royal - JUNE ROWE
- (15) The Ballyhoo - THE BALROG
- (16) Jogging Willynilly - JOHN WILSON
- (17) Thatcher Wayward - THE WAYFARER

There isn't room here to list all the entries that I received so I will just list the top entries together with the amount of correct names found:

These were Joan Williams (17), Joan Pancott (17), Lorna Paterson (17), Neil Shipman (17), Sue Roseblade (16), John Ferris (16), Jeremy Smith (16), Phil Glover (16), Janice Charnley (16), Allan Phillips (16), Simon Avery (16), Ian Brown (15), Steve Gayda (15), Jack Lockerby (15).

All the correct entries were put into the hat and the winning name drawn out was

NEIL SHIPMAN!

Congratulations to Neil who wins a 12 months subscription to Probe!

My sincere thanks once again to Vicky Jackson for thinking up the competition which caused a great deal of hilarity amongst the readers. Aparantly there were lots of phone calls all around the country with people addressing each other by their "new" names. I thought I had got over it but I had tears in my eyes once again from laughing whilst I typed this page! I wonder if we can persuade Vicky to bring her computer and her wordprocessor along to the Convention so that we can see what other names it comes up with during the day?

ANOTHER COMPETITION WILL APPEAR SOON - WATCH THIS SPACE!

It's aMAZEingly easy...
(when you know how!)

By JUNE ROWE

There must be lots of adventurers who, like Sharon Harwood (see her extra commandment in July Probe) hate mazes, as I used to before I discovered how to solve them. Now I find them quite a challenge!

There are probably an equal number of new adventurers, who haven't any idea how to cope with them. Here, for those novices who scream "A maze!" and immediately consign the game to the dustbin, is my method of solving them.

A maze is usually in a game for the purpose of hiding a vital object in the middle somewhere, or to make it difficult to get to another place or places. I have used as my example the game INCA CURSE (an old favourite) because it demonstrates what I mean. The maze here has nine locations, which must be mapped so that you know how to get from A to B and back again, or from A to C via B. In this game, there are three locations which can only be reached through the maze, and these lead to more, so the maze has to be mapped in order to solve the game. I entered this maze carrying a blue stone, a red stone, a pair of scales, a (golden) eagle, some coins and a ring.

This is quite a difficult maze, because there are nine locations and you can only carry six objects... what do you do when you get to a new location and you have nothing left to drop? Well, this is where you either give up, or summon all your patience and persevere! As soon as you get into a maze situation (which you can usually recognise from the wording) start a new, separate map, just showing the location you came from, and the direction you used to get to where you are now. Then drop something and write on your map (in pencil) what it is, e.g. a blue stone. Now reverse your last direction - if you can still see the blue stone, do an arrow which curls back to the same location. Make another move in another direction - you may still see the blue stone, so do another curly arrow. Another direction will probably take you somewhere else, so put this on your map and drop another item (a red stone), and draw a straight arrow from the last location. Now reverse your last movement. If you get back to the blue stone, then this is a two-way passage, so give your arrow points at both ends.

If you don't get back to the blue stone, you are in a new location, so you drop another object - a pair of scales. Usually, you will find that maze locations have two or three false exits (curly arrows) and only one or two true exits (straight arrows). Of the true exits, maybe only one will be a two-way passage, but in this particular maze, they are all one-way exits.

If you have followed the attached diagram, you will have arrived in the mirror room, where there is a golden brush. As this room is clearly marked, you can pick up the brush. Do not drop this until you have run out of the objects you started with. Continue in this fashion until you have nothing left to drop. After dropping the brush, you will have marked seven maze locations. Continuing the drill of reversing your last direction, you will find yourself back in the Emperor's Throne Room, which was where you started from.

Now you have to discover where untried exits from these marked locations will take you, so before progressing further, it is a good idea to save the game, or RAMSAVE if you have that facility. With

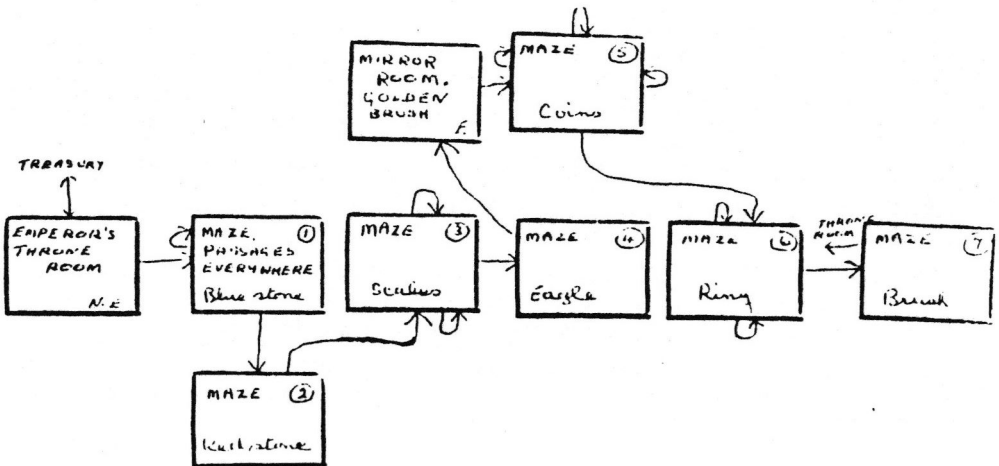
seven locations marked by objects, you go east to the first maze location, where you have a curly arrow to the west and a straight arrow south. North takes you to the fifth location where you dropped the coins and you know your way back from there, don't you? Back to the Throne Room and east again, but this time go east, and you put a curly arrow in this direction, because you haven't moved.

Now you know where N, S, E and W take you from here, you can pick up the blue stone and carry on experimenting with the second maze location, using the blue stone to mark an eighth location, but don't forget to rub the stone off the first location!

You will end up with a map with nine maze locations and three or four outside ones. Your map will have a mass of direction lines criss-crossing each other, because what I referred to as "straight" arrows usually end up as curved (but not curly) ones! This can be simplified by using different coloured pencil crayons, if you wish, but I usually write out separately a string of directions from A to B or whatever, which avoids having to follow a difficult map.

There are variations of mazes, of course, but I have found that this method of mapping them serves me well. Making a separate map of a maze also saves making a mess of a map which might already have several locations marked. Just make a note on your "proper" map that a certain direction takes you into a maze.

INCA CURSE MAZE - by June Rowe



CONTRIBUTIONS

"Dear Mandy, Well, I've finally got around to sending another contribution to Adventure Probe. I hope you will use it. I was really made up to see my picture on the April issue of Probe! I recently had a letter from fellow Probe reader, Phil Glover who said he was glad to see a new reader sending in contributions. At first I didn't send in any contributions as I thought I wouldn't get mentioned, but after my first contribution, seeing my name in print gave me a real buzz and made me want to contribute more. Being a newcomer to Probe my first impressions were of a great magazine, well put together but hard to get used to, but after a couple of issues, I found it to be the most friendly magazine around with lots of interesting articles and people (The Grue's a great favourite!). I hope that more newcomers will contribute stuff to the mag.....Barry Durrans"

Barry's letter shows that new readers still hesitate about sending in contributions to Probe. I would like to say once again that all readers are cordially invited to send in contributions and that contributions from new readers are especially welcome and I always try to ensure that they get published to encourage them. Probe is written by the readers, for the readers and if anyone has anything that they would like to say then do please feel free to write in. If you are unsure how to go about it then take a look at the inside front cover of Probe and all the details you need are there.

In particular I am very anxious to receive any contributions for the Commodore 64 and other less well supported machines. I am also looking for reviews on adventures played on all computers, I have some Amstrad reviews on file but very little for other machines so please do try and send in a review on any adventures you have recently played. In the June issue there was a letter from a disgruntled Spectrum adventurer complaining of the lack of material for his machine - if I don't get the material from Spectrum users then I can't publish more Spectrum material so please, do try and send in something this month if you can.

Oh yes, while I'm on the subject, quite a few of you have written to ask who wrote the Definition of an Adventurer in the last issue. Actually it was me and I am flattered that you liked it. I wrote it to see if we could start another series of Definitions as we haven't had any for quite some time.

BUGS & AMUSING RESPONSES

THE AXE OF KOLT

By MARGARET CREWDSON played on the Amstrad

In Part 3, when I was stuck near the beginning, and was just messing about (as adventurers will do), I decided to examine the SMALL ROUND STONE I had just picked up to fire with my catapult. The response was "It's about one foot square, just over seven feet long and very HEAVY." I didn't realise that I was carrying a catapult big enough to fire a stone that large, especially as the stone always sailed off quite easily wherever it was going! Nice one Larry!

HOW I SOLVE ADVENTURES

By CHRIS WIGGINS

I got to thinking that how we adventurers approach the idea of solving adventures might make an interesting topic for debate and perhaps other readers might like to contribute their ideas on this subject. I'm not referring to specific problems in any adventure - just the general approach. Does this make sense?

OK so how do I go about it? Well, firstly a good read through any instructions which accompany the game to establish the aim of the game, be it collecting treasure or defeating the evil sorcerer or whatever. Next a good look around the various (accessible) locations. At this stage I don't bother to make a map, I just try different directions and see what objects are lying around and what problems there are to be overcome. It can be useful at this stage to try "search" and "examine" at different locations to see what responses you get. If "search" yields an extra object at one particular location the chances are that the author has made extensive use of this command to "conceal" other objects. I use "examine" not only to gain extra information but also to see if the author has kept these two commands as having separate responses.

A rough map then follows where I try to discover all possible directions/locations for a particular area of my map. If I am prevented from going in a certain direction by a "temporary" obstacle/problem e.g. a locked door or a mean looking guard dog I will show it on my map with a question mark. I can then return to this location with the appropriate key or juicy bone. I always show on my map the starting location for objects as this may yield some clue as to its use, a colour coding system for entering objects is desirable and I use the following method: Green pen to show objects that can be safely picked up and Red pen for those that present some difficulty or danger. If the item is hidden in some way then the item is written in brackets. Problems are show in blue pen with the letter P.

(It seems a very long time since we had anything in the way of help for beginners to adventuring. This seems a very nice way of starting the ball rolling. All contributions will be gratefully published! ..M)

ASK GRUE!

Dear Mr Grue, I am writing to complain about the appalling way us dwarves are portrayed in your average adventure. I myself have been threatened with swords, maces, iron bars and the like, have had knives, birds in cages and rocks thrown at me and have also been on the receiving end of many a spell, and WHY I ask? Was it because in my first game I was idly throwing my pocket dagger at a dart board when a would be adventurer gets in my line of fire? Or is it because I'm short, ugly and have a rather natty line in songs about gold? So just remember all you cruel people out there, it's not fair to pick on someone smaller than you, even if he is charging towards you in full battledress with an axe in each hand, he's just probably in a hurry to go to the toilet!

Yours Grimwold the Metal-Headed

Dear Shorty, I really can't see what your problem is? What else would you expect adventurers to do with a short, stumpy, ugly creature? It's no use sitting there (oh you're standing) feeling sorry for yourself, you should be proud of what you are. I'm not ashamed of being a Grue, stop moaning and grow up (oh you can't).

Signed The Grue!

NEWS

YOUR SINCLAIR GETS NEW ADVENTURE COLUMNIST

Good news for Your Sinclair fans, Tim Kemp, editor of FROM BEYOND takes over the adventure column from Mike Gerrard from September. I know that all the Spectrum readers will join with me in wishing Tim all the very best and every success with his new venture.

NEW ADVENTURE MAGAZINE COMING SOON

A new bi-monthly adventure magazine will be launched in October 1991. It will be called RED HERRING and the editors will be Sue Medley (SynTax editor) and Marion Taylor who are both ex-ClubSpot Adventure Helpliners on Micronet. I have had no official news from either of the editors yet but from what I have gleaned I think it will be well worth subscribing to. It will cost £2.95 per issue UK and £4.50 per issue overseas airmail. For further information contact Marion Taylor, 504 Ben Johnson House, Barbican, London, EC2Y 8DL. I believe that the magazine will cover Reviews, Solutions, Maps, Coded Hints, RPG section and PBM section, News, Letters and special features starting with one of the Rochdale Balrog's funny stories.

NEW RELEASES FROM ACCOLADE

Les Manley is back with a vengeance in LOST IN L.A. A graphic adventure for the PC computers. Who's kidnapping the biggest stars in Hollywood? In this newest adventure Les Manley is put right in the centre of the nation's most talked about community. Players must keep Les from falling victim to the temptations of the Southern California lifestyle - fame fortune and females - whilst helping him solve Tinseltown's most sinister crime. "Lost in L.A. features a satirical look at the California lifestyle while embroiling players in a solid, contemporary, whodunnit mystery", explained Sam Nelson, producer of the game. He added that Lost in L.A. introduces the player to a variety of characters made more realistic by the use of professional models and actors whose images have been digitized and enlarged for a full screen, cinematic effect. "The use of professional, some who have appeared in photo layouts in Playboy Magazine, who have been specifically cast for the parts they play in the games makes the characters more personable and more believable and the digitization certainly makes them more interesting to look at", added Nelson. Lost in L.A. should be available on general release in October of this year and will cost £39.99.

Elvira is back! In ELVIRA II: THE JAWS OF CERBERUS which is a fantasy Role Playing game you are put in the middle of a completely new adventure, this time on a mission to rescue Elvira from the ghastly Cerberus, the 60-foot, three-headed demon who has found its way into our dimension and now holds her captive somewhere in the depths of a huge film studio. The game features more locales to explore, including three frighteningly authentic movie studios, and more gruesome and vividly graphic creatures to combat both physically and magically. The game has been developed in the UK based HorrorSoft in the tradition of its predecessor, a role-playing game that won the award for Best Adventure of the year from Enchanted Realms magazine. HorrorSoft have taken the best features of that game and added more special effects. This game will be released in October 1991 and will be available for PC and Amiga at around £39.99.

DIARY DATES

THE COMPUTER SHOPPER SHOW will be held at the Wembley Exhibition Halls, Wembley Conference Centre, Wembley, London HA9 0DN from December 5th to 8th 1991. Admission fees will be adults £6. Children (under 16) £4.

and a family ticket for 2 adults and 2 children costing £18. Opening times will be 10am to 6pm Thursday to Saturday and 10am to 5pm on Sunday. There should be displays and demonstrations of all the latest hardware, software and peripherals for all popular makes of home and business computers with an estimated number of exhibitors of 260.

CORRECTION

Anyone ordering software from Delbert The Hamster (see review in the last issue of Probe) should make their cheques payable to S.P.Denyer and not Delbert the Hamster please. Anyone who has ordered the adventure following the last issue will have their cheques returned for ammendment. Apologies for any inconvenience caused.

NEWS OF ANOTHER U.S. ADVENTURE PUBLICATION

Dee Ball of California kindly sent me some information on QUESTBUSTERS which is a monthly publication by Shay Addams. Over the past five years it has grown from two to fifteen pages with the June issue reviewing Might and Magic III, The Prognosticator, Bureau of Astral Troubleshooters, B.A.T., Theme Park Mystery and Death Knights of Krynn. There was a walkthrough for Hard Nova and the regular columns including Keys to the Kingdom which provides clues and swap shop with lists of games for sale or trade. Aparantly Shay went beserk last Tuesday and ran amock with his Greatsword and slashed subscription rates to an all-time low for new subscribers so now could be a good time to try out this magazine. The special offer is for 13 issues instead of 12 at a cost of \$32 overseas airmail. Cheques or money orders for US dollars only. Also on offer from them are the Quest for Clues books 2 and 3 at \$25, the Official Book of Ultima \$15, The Kings Quest Companion \$15, Map Kit A (for graphic adventures) \$8 and Map Kit B (for RPG) \$8 shipping costs are \$3 for one book and \$5 for two. There is a note which says that for each book you get three issues added to a regular sub. For further information the address you need is QUESTBUSTERS, POB 5845, Tucson, Arizona 85703, U.S.A.

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* * * SYNTAX * * *

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The ST version is STE-compatible and also contains screenshots of some of the games featured.

The Amiga conversion runs using an emulator (provided FREE with your first issue) but doesn't yet contain screenshots.

SynTax costs £3.50 an issue or £20 for a year's subscription (£5.25/£30 outside the UK/Europe by Airmail). Don't forget to say which version you require!

Cheques/PO's should be made payable to S Medley and sent to:

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* * * SPLATT! * * *

The zany adult magazine drawn and written by our very own Crazy Kez Gray (assisted by the able pen of Roy Edwards!). In issue 4, which will be available during the middle of July, Adventure Probe's editor Mandy Rodrigues gives her opinions on the Computer Piracy Report/Debate from issue 3. Also there are exploding escapades with Harry the Sheep, Harrowing Hauntings in Holiday Hotel Horrors, Gothik-style adventures with Spooky Ray in Attack of the Killer Nuns - and much, much more...

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LETTERS

ADVENTURE POWER WORKS

Following my request for help in RUNES OF ZENDOS for Bob Percival in Oman, I received full and partial solutions from Dave Barker of London, Keith Green of Maidenhead, Neil Ashmore of Stockport and June Rowe of Launceston. What is more, Dorothy Jones of Blythe rang me to say that not only does she know Bob but she is going to Oman shortly. So, to Dave, Keith, Neil, June and Dorothy, thanks for this proof that "Adventure Power" works. As I do not have Runes of Zendos I have sent the lot to Dorothy to give to Bob. I hope that you will not mind that I have also sent the covering letters, which were addressed to me, as these contained useful background information. Now, if anyone wants help in Runes of Zendos, there is this chap in Oman who has a most comprehensive set of solutions....!

HUGH T. WALKER, Guildford.

(You're right, Hugh, Adventure Power does really work. Many people, especially the newer readers, are quite surprised when they put a plea for help in Probe at the fantastic response they get. By the way, we should add Margo Porteous' name to your list, Hugh, as she recently sent me extensive help on this for publication in Probe, following your plea. Thanks to everyone for helping out.....Mandy)

A FRIENDLY LOT

What a friendly lot of people you adventurers are! I have had help from Barbara Gibb, Sharon Harwood and Larry Horsfield when I have been ready to tear out my hair. I have also written to several other adventurers who have readily replied to help me on my way. Thanks to you all.

NANCY FINNIGHAN, Helensburg.

A FEW CORRECTIONS

Enclosed are some hints and tips for RUNES OF ZENDOS which Hugh Walker was asking about. It is a graphic adventure by the way, but uses text input. I would compare it to WITCH'S COULDRON rather than an arcade adventure. Re the tips for BLOOD OF BOGMOLE (June issue page 41), Don't give the gold coin to the Troll as you'll need it later. Just PUSH TROLL when you meet him. You'll also need the bucket from the tree (climb tree). Also when I noticed that the name of the adventure had been omitted in my hints for DAEMON (May issue page 39), I failed to spot something else! The first line "Examine ceiling and jump to get Parchment" should read to get PENDANT (there is a parchment elsewhere but not in the secret room). Finally, I must tell you how much I'm enjoying the RETURN OF THE SON OF COLOSSAL ADVENTURE stories.

MARGO PORTEOUS, Spondon, Derby.

MY APOLOGIES IF ANYONE WAS UPSET

In reply to Larry Horsfield's letter of alarm (July issue), I apologise to any adventure writers who may have been mildly upset by my saying it only took me 5 or 6 evenings to plan an adventure and a day to program it. But there is a slight difference in the scale of a Quilled game and one such as Larry's. For example, an average quilled game runs at about 30K and a game such as AXE OF KOLT fills up the usable memory of a CPC6128 four times! So naturally, a quilled game written on a CPC464 would be quicker to write. Although I would dearly like to play one of Larry's games I only have a 464, but I have

heard nothing but praise for him and his writing and I respect him highly. My adventures may be easy to complete for an experienced player like Larry, but what about beginners? Confronted with such a huge game like AXE OF KOLT they may be discouraged and therefore lose interest in adventuring. Needless to say, this would be a great loss to them and the adventure scene. Obviously some people like my games and enjoy playing them, you only have to look at Jay Honosutomo's review of PRISON BLUES in the same issue of Probe to realise this. I hope this clears up a few things for any writers like Larry who feel they have been offended, but I was merely saying how I write an adventure, not dictating how others should. I was sad to see that Mike Gerrard has had to finish his adventure column in YOUR SINCLAIR. Although I've never read this column, I did read his excellent pieces in DRAGON USER for whom he wrote for some years along with his brother, Pete. Good luck to them both in whatever they do next!

SIMON AVERY, Chudleigh, S Devon.

=====

SPOT THE DIFFERENCE

I have included a couple of quick solutions from the Public Domain. Have a look at them as they are named differently but the locations are exactly the same (just named differently). The actions and objects are all placed in the same positions just named differently too. The solutions are almost identical to each other. Do you get many cases like this? It seems somebody has taken somebody else's idea and just changed the objects and location descriptions!

ASHBY MANOR

N, W, GET FUSEWIRE, W, GET ANTIDOTE, N, E, N, GET TORCH, E, N, GET STONE, S, E, N, E, S, W, W, W, S, S, W, S, E, (IT'S DARK), USE TORCH (CAN NOW SEE YOUR WAY OUT), W, N, E, E, E, S, E, GET CARTRIDGE, N, (A CAT POUNCES ON YOU!) THROW STONE, N, (YOU AUTOMATICALLY DRINK THE POISONED COFFEE AND GROW DIZZY), DRINK ANTIDOTE, S, W, W, N, N, W, W, FIX FUSE (THE COMPUTER BURSTS INTO LIFE)..... END OF GAME

ELF RESCUE

N, W, GET SWORD, W, GET ANTIDOTE, N, E, N, GET TORCH, E, N, GET SPEAR, S, E, N, E, S, W, W, W, S, S, W, S, E, (IT'S DARK), USE TORCH (CAN NOW SEE YOUR WAY OUT), W, N, E, E, E, S, E, GET KEY, N, (A DRAGON IS ATTACKING YOU!) THROW SPEAR, N, (YOU AUTOMATICALLY DRINK THE POISONED WATER AND FEEL DIZZY), DRINK ANTIDOTE, S, W, W, N, N, W, W, KILL TROLL, UNLOCK CELL (THE DOOR OPENS AND YOU FIND DUMN).END OF GAME

I played the games on a Commodore 64. I would be interested to hear what you think about these two games.

VINCE BARKER, Stockton, Cleveland.

(Having read the two solutions I feel inclined to agree with you, Vince, unless the same author, due no doubt to a complete lack of imagination, decided to write them both! Can any other readers cast light on this little puzzle?.....Mandy)

=====

A big hello from one of the nicer (and more peaceful) Gulf States, Sand Viper here, with a bit of free time on my hands, so I just thought you might like to know whats happening over here, well, not a lot really now that Soddem (sorry, Saddam) has been run to ground and most of the Yanks have gone, (boy, you should have seen some of those female tanker pilots!). Everyone says it is a great life out here, but there is a distinct shortage of females, so much so, that the mind

tends to go astray a bit, my old Pop used to say, "make the most of it, but when the camels start to look attractive, GET OUT". Actually, it is a hard life out here, work seven till one, (or three depending on who you work for), back for lunch, then a quickie in the bar, (yes booze, as my hangover three days ago could prove) after that it's do your own thing until morning comes round yet again. Sadly, females have the rough end of the stick here, no rush to get out of bed, stagger bleary eyes to the pool, flop there and wait the arrival of hubby after his day of toil, then off maybe to wander goggle eyed round the gold souk and hope, if they are nice enough to said hubby, he'll buy that fantastic gold bracelet, sad eh?! no gold but maybe he'll compromise and buy some genuine "imitation" Chanel or Gucci clothes, yes, you do have to feel sorry for the poor old souls don't you?! Tomorrow unfortunately, is the Islamic New Year and all bar's are closed, this is then the weekend gardeners, sailors etc appear and thoroughly enjoy themselves (you can tell by the chin's dragging the ground). It's such an... oops, sorry, got to go, just seen a rather lovely camel dash past the window so.....

SAND VIPER (somewhere in the desert), Sultanate of Oman.

=====

A FOND FAREWEL

How very sad to hear of Mike Gerrard's retirement from the Spectrum adventure scene. I'm sure I'm not the only person to have been introduced to this wonderful "hobby" (and to PROBE!) through his pages in YOUR SINCLAIR and I would be grateful if you could pass on my thanks and kind regards to "The Man!".

SHARON HARWOOD, Southend-on-Sea, Essex.

=====

CONVENTION IDEAS

As with many people, I am very much looking forward to the Convention this year. I have also a suggestion to make. Why not have an "Adventure Quiz"? A number of adventurers could form a set amount of teams and then could battle it out in a quiz with adventure-related questions. The team at the end with the most points would be declared the winner, and I'm sure a suitable prize could be arranged. I think that this would be a great idea and someone could even write up a report on how each team did for publication in Probe. Though this may not be such a good idea, the losing team could be extremely embarrassed! Anyway, everyone have a think about it and lets see what we can do.

JAY HONOSUTOMO, Hemel Hempstead, Herts.

(Thank you for the suggestion, Jay, I think it is a very good idea, what do the other readers, and the organisers think about it? If it couldn't be arranged during the Convention itself it could possibly be arranged for the evening perhaps as this year. I noticed with delight, loads more Probers are staying over at the hotel for both one and two nights. Any other suggestions are very welcome indeed so please send them in. I also noticed with glee that we now have quite a waiting list for people wanting to set up stalls at the Convention so if anyone from Probe would like to have one then please let me know as soon as you can just in case space is going to be limited.....Mandy)

=====

THERE IS A PROBLEM WITH THE PROGRAM

I write in response to Harold Dixon's letter which appeared in the July issue of Probe and his description of the problems he had been experiencing in loading the C64 disk version of TANGLED TALES. My understanding of the situation is that this version is so well copy

protected that it is impossible for standard disk drives to read the boot disk. Whilst at a London computer show last year I made enquiries at the Mindscape stand, as they distribute Origin titles in the UK, as to the fact that I could not get the game to load. They admitted that they were aware that there was some kind of problem with this title and suggested that I should contact their technical department. This I did last December and was told that the disk was unlikely to load in any disk drive. I was also told that it was their understanding that Origin were not intending to correct the problem. At their suggestion I returned the game to them and it was replaced with another title. In fact they offered me the ST version of CAPTIVE. As this title had only just been released, and was more expensive, I of course gratefully accepted. Although I found the people at Mindscape very helpful I cannot help but wonder why nothing more positive was done to make people aware of the problem. But on reflection considering that TANGLED TALES was never on general release in the UK I suppose the "damage limitation" option was best at saving the corporate face! In conclusion I can only suggest that Harold contact the technical department at Mindscape, their address is: Mindscape International, PO Box 1019, Lewes, East Sussex, BN8 4DW. Telephone 0444 831761.

DAVE BARKER, Nunhead, London.

=====

GRUE! FORCED TO REPLY!

Sorry I've not written much for Probe for a while but it's amazing how sidetracked one becomes when trying to create a masterpiece! I am forced to put pen to paper after reading the last issue of Probe. What's this I see on page 34. old Rupert Adams being nice to the Grue!!! Next he'll be saying he doesn't like that stupid game of cricket any more or he'll admit that the Redskins are the best NFL team (which they are). It appears that buying an Amiga has made a new man out of him. I doubt whether his wife is the only person who doesn't understand him either. After reading his diary of a computer addict I wonder what Bob expected when he bought his Amiga? Yes, I agree some programmers do not make the effort to cruch their programs as small as they could, others have made a great effort though, have you seen POWERMONGER? With memory upgrades now being sold at a quite cheap and reasonable price and graphics becoming a more important part of the computer software that people are buying I am only bothered by the high price of the software not the fact that you need more memory or drives to play the games. It seems we can't stop progress and in ten years from now we'll probably be wishing for the "good old days" of 16 bit, 2 drives and 2 meg of ram! Oh sod it, who cares anyway?!

THE GRUE!

(As a footnote, I thought it might be quite useful for new Amiga owners to know that I bought my ram upgrade from EVESHAM MICROS for just £27.95 in case anyone was worried about the cost of upgrading to 1meg so they could play a wider range of adventures on their machine. The second disk drive cost a bit more at £54.95 from Evesham Micros but I found it well worth the investment because I did find that I was in danger of getting one arm bigger than the other with all the exercise in disk swapping!. Their address can be found in most glossy magazines and their service is second to none.....Mandy)

=====

RESURRECTION

Can you feel it? Deep down below in the dungeons and mazes of the CPC graveyard something is stirring! I haven't felt such excitement in the world of adventures since Probe dropped through my letter box last month! It's the great Amstrad adventure revival, brought back from

the dead - yes folks, it can be done. Only last year I was begging and shouting for help because the CPC was struggling for games, however look what has happened. Someone, somewhere decided to actually have a go and see what could be done about saving the CPC from extinction. Suddenly the road is paved with gold and adventures for the Amstrad are being produced at a furious rate. A new adventure column in ACU has started, new games and authors are appearing, old games are surfacing and hints and tips are appearing, conversions are being made, reviews are being stockpiled and all for the humble old Amstrad that last year was struggling for new blood. It just goes to show that with a push in the right direction adventures for the older machines can be brought back to life. However, we mustn't be too complacent, so keep writing new games, keep sending hints and tips to support the Amstrad because adventures are great and we want to keep them alive don't we? The most important thing is to BUY THE GAMES AND ENCOURAGE THE AUTHORS! I would, before closing, like to thank the following for supporting the CPC and for their help in one way or another. Not in order of merit and I'm sorry if I miss anyone, I can assure you it is not intentional. Thanks to you... Lorna Paterson (unrewarded heroine), Mandy (we need Probe), Joan Pancott (CPC stalwart), Bob Adams (always there!), Ken Bond (CPC backbone), Jim Hazlett (kind soul), Ben Isba (Hi Ben), Stuart Whyte (staunch supporter), John Yates (quiet hero), Dave Evans (keep it up Dave), Ann Robinson (definitive explorer), Mark Eltringham (we're lost without you), Dave Adams (long live the CPC), Dave Cox (long live the CPC too), Simon Avery (keep the games coming), Larry Horsfield (your games are great). And thanks to the following who I know exist and without whom the CPC wouldn't! John Packham (where are you John?), Seamus O'Neill, Derek Digger, Ken Dean, Philip Reynolds, Graham Wheeler, Debbie Howard, Dave Havard, Chris Bury, Simon Langan, Tony Collins and Tony Kingsmill. Keep up the good work everyone and perhaps we will survive another five years - oh bliss!

JIM STRUTHERS, Blythe, Northumberland.

(I wish you could wave your magic wand and do the same for the Commodore, Jim, it has been quite some time since C64 readers sent in any contributions and we really need some. Any C64 adventurers out there care to start the ball rolling?.....Mandy)

=====

LET'S KEEP IN TOUCH

I received the July issue of Probe yesterday. It is excellent. Many of the games and computers are not familiar, but I still enjoyed the reviews. I've put your name, address, and subscription rate in our newsletter which will be published again in September. In addition I've written to those members who are interested in European games and suggested they get in touch with you directly. I have an Amiga 500 with a 20 meg hard drive and 2 megs of RAM. Some of our members have similar equipment, and some have more elaborate equipment. Some of our members are very technically oriented (art and music) and some use their Amiga's only for entertainment. Since I have an MSDOS computer at the office, I use the Amiga strictly for entertainment. Since we now know that U.S.Amiga software will run in the U.K. I'm interested in obtaining some of your text adventure games. The minute I opened the mailbox and read the leaflet in Zork I, I became hooked to all text adventures. Of course, Infocom no longer exists, and all-text adventures are dead in the U.S. Because of this I was thrilled to learn about Jim MacBrayne. I have all three of his games. Now, thanks to Adventure Probe, I know about Bob Adams. Let's do keep in touch!

DEE BALL, Port Orange, Florida, U.S.A.

HELP WANTED

"I would be very grateful if anyone can give me some help with CHAOS STRIKES BACK which I am playing on the Amiga. It's a nightmare to map but the map scroll and spells make it a lot easier than it was in Dungeon Master. So far I think I've got through the first fighter section and I'm working my way through the Ninja bit, although I've found a few levers and pressure pads that I'm not sure of the use for. The ones that are giving me trouble are on the second level up from the start of the ninja dungeon, above the stairs in the room with the door that the Onyx key opens. The first lever opens a pit, but the second is a mystery, and in front of the door behind which the stone monsters and death knights live is a pressure pad that clicks every time I walk off and on it. Is this something to do with the rest of the level that I haven't reached yet? I also think my hint oracle is round the bend, as it keeps giving complete gibberish for various subjects when I want help. Finally, what are the skulls on the wall for? I've found one in each section so far, but they don't seem to do anything. Any help would be appreciated."

EMMA HEGGIE, 16 Riverbourne Rd, Milford, Salisbury, Wilts, SP1 1NS

"Please can anyone help me with a game called MANIAC MANSION? Any information, solutions etc would be appreciated."

PAUL DAVIES, 33 Swale Rd, Ellesmere Port, S Wirral, L65 3DL

"In SCAPEGHOST part one, how do you get rid of the vandals? In part two, how do you bet the letter from the telephone directory? In part three, how do you distract the lookout? I've pushed the loose stair, charged the curtains and blew them, then I can't do anything else to distract him. Also how do you stop the crooks from escaping with the evidence? I am also having trouble with FRANKENSTEIN, how do you get rid of the wolves after you've killed the big wolf with the stone? Please can somebody help me out?"

BARRY DURRANS, 195 Warrington Rd, Whiston, Liverpool, L35 5AF

IN-TOUCH

COMMODORE 64 SOFTWARE FOR SWAP OR SALE: I have some Intocom games on disk in their original boxes, WISHBRINGER, HITCHHIKERS GUIDE, LURKING HORROR and SUSPENDED. I also have some golden oldies from Level 9 and Melbourne House on cassette which some other reader might like to play. Sale or Swap. Please write to DAVID MOGEY, 5 Glenveagh Pk, Upper Glen Road, Belfast, BT11 8EP.

AMSTRAD CPC ADVENTURES FOR SALE: THE PAWN and JINXTER both in mint condition and complete at £9 each. Also TIMES OF LORE, LORD OF THE RINGS (with book), THE FOURTH PROTOCOL and MYTH on tape at £4 each. PASSENGERS ON THE WIND on disc also £4. Contact TOM LEAHY on 061 202 2452 or write to 88 Holtby St, Blackley, Manchester, M9 1AR.

TRAVELLING COMPANIONS: I shall be driving up to the Convention and would be happy to offer somebody a lift from around the Newton Abbot area of South Devon. Contact SIMON AVERY, 71 Fore St. Chudleigh, S Devon, TQ13 ONT. Tel: 0626 854339. I shall be staying at the hotel for one night.

PLAYTESTER LIBRARY: If you have playtested any games and would like to playtest some more then write with your name and address, the computers you own and which games you have playtested to MARTIN WRIGHT, 3 Rheola Gardens, Plymouth, PL6 8UB.

AMSTRAD CPC SOFTWARE WANTED: (Tape or Disk) ASHKERON, BOOK OF THE DEAD, RIGELS REVENGE, VERY BIG CAVE ADVENTURE, BORED OF THE RINGS,

EMERALD ISLE, INCA CURSE, PLANET OF DEATH, SMUGGLERS COVE, SPY TREK, RICK HANSON, ERIK THE VIKING and VILLAGE OF LOST SOULS. I will buy or swap for (Tape): SUBSUNK, SEABASE DELTA, KENTILLA, IMAGINATION, THE BIG SLEAZE. (Disc): LORD OF THE RINGS, ZORK II (note this is not the boxed version but the later flat pack version from Sofcell).

All readers are welcome to make use of this free service but please remember when sending in your ads to list adventures, arcade games and utilities etc seperately and mark what they are. This is to ensure that someone looking for an adventure doesn't get an arcade game instead as titles only can be confusing.....Mandy)

PERSONAL COLUMN

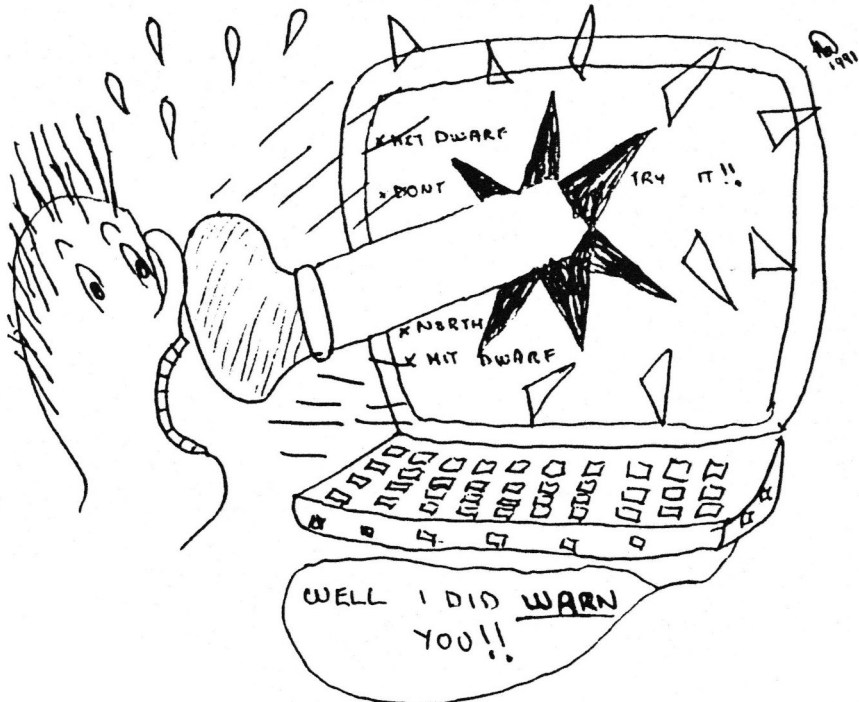
To my Mum Maureen, Please note that I was baptised ELIZABETH - not WUNTY or MUSH, and I am fed up of chips! Love from an adventure orphan..... Elizabeth Clark

To Mum, Happy 70th Birthday! Long may you keep adventuring, Love Lorna

To John Wilson (Zenobi Software), Kez Gray would like to know if you are interested in doing any game deals on the Amiga sometime in the future or any other stuff (eg cartoons etc) for that matter? I haven't heard from you for ages. All the best.....Kez

CARTOON OF THE MONTH

By HAROLD DIXON



THE RETURN OF THE SON OF COLOSSAL ADVENTURE
THE REVENGE - (OR: The Valley of the Trolls)
A short story by Kylie the Wombat Slayer

PART SIX

"Is this the one?" Flossie asked it. "Yes, yes!" said the lamp, glinting in irritation. "Aren't we supposed to rub you or something?" Bernard said, "I mean if you're a genie or something?" "I can see I am going to have to explain", the lamp said in exasperation. "Once upon a time I was a great and indeed, a powerful magician. But then I was foolish enough to complain to the Black Sorcerer when his orcs started cutting across my valley on the way back from the pub, dropping mega-burger cartons and beer cans all over the place and keeping me awake all hours of the night with their singing, doing unmentionable things to the stream, carving their names on the trees - personally I think I was justified in complaining, but no, not the Black Sorcerer. He challenged me to a duel of magic, and of course I accepted. The air was dark with magic for many days as we prepared spell and counter spell, great bolts of pure energy were launched and deflected as we battled, the very stones of the land themselves groaned with the raw power of our conflict and then, as our magical war came to a climax, the Black Sorcerer summoned forth his power and, with the words "perhaps this will shut you up" turned me into a small brass lantern."

"Well," said Flossie, "that's all very interesting, but at the moment it is rather urgent that we escape from this room, otherwise the powers of dark will finally triumph and the valley will be lost forever." "You've only been here for twenty minutes and you're trying to get out already", the lamp told her. "Just imagine what it's been like for me, I've been here for six hundred years. Spiders are all very well but they're not particularly stimulating company."

"Speak for yourself," a hairy voice muttered from a distant corner, "six centuries of you complaining isn't particularly stimulating and the suits of armour agree with me." A rattling noise from one corner underlined his remark as Dick and Bernard, with a mounting sense of paranoia, drew closer to Flossie. "Why don't you take him out of here when you go and leave us in peace," continued the hairy voice, "just grab hold of him when the guards come to execute you and give us all a break."

"But even if we do take him," said Bernard, whose mind had been working overtime, "you still won't be left alone. The guards were saying that this room was going to be turned into a recreation and leisure suite soon. You'll all be swept away or melted down or whatever. They'll put pinball machines and space invaders in and coffee vending machines and strip lighting and a jukebox. If we're executed then nothing will be able to stop the Black Sorcerer in his heinous plans. You have to help us defeat him, otherwise it'll be the end for you 'as well!"

"That'll be worse than the executive lounge!" said the stuffed moose in a chesty voice from just behind Bernard, causing him to leap several feet into the air. "I was moved from there when they refurbished. They painted the walls avocado green. We have to help them!" A murmur of agreement and whispers of "avocado green!" came from around the room. Several of the ropes hissed and uncoiled themselves in approval, a hatstand jumped up and down on stubby little legs and a large mahogany wardrobe flapped its doors vigorously. "Oh alright!" said the hairy voice in annoyance. "There is a secret door. To open it you have to say "Please open, secret door". I'm afraid that your sort of language doesn't cut any ice in this part of the dungeon, dragon. Oh yes, and take that lamp with you."

"Sorry", Bernard murmured rather shamefacedly. Then in a louder voice he cried, "Please Open, Secret Door." The now familiar grating noise filled the room, as Dick grabbed the lamp, whose cry of "Oii!" was drowned in the din, and the three (or was it four?) of them ran through the newly opened passage.

This passage was similar to those they had already travelled, except for being straight, short, and noticeably lacking in trapdoors and secret buttons. It ended in a small, featureless room, similar to the small featureless room they had found themselves in earlier, except for the small red button set into one wall, and having the end of a passage instead of the bottom of a slippery chute. In the wall opposite them the obligatory small door that hadn't been opened for centuries stood patiently. From behind it drifted the sound of familiar voices arguing. "I tire of these sandwiches," rumbled the Dark Lord. "I will command a feast of roasted halfling and strong ale to celebrate our final victory over the forces of good." "I disagree," said the voice of Mr Destruction, "Halflings are high in cholesterol. Besides it is unhealthy to consume alcohol so early in the day. I will order a meal of nutritious nut roast." A loud groan came from the other members of the group around the table. "No nut roast or bunny gets it!" Toni Alonzi said grimly but I'm sure we can all sort it out like gentlemen, just ring the nearest Pizza parlour and order a couple of jumbo size pizzas with garlic bread on the side." "I dislike ze anchovies and also ze olives." said Doctor Zed "let us instead sample my latest invention, reconstituted sludge-protein capsules. Here, ziz is ze prawn cocktail flavour." "Enough!" cried the commanding voice of the Black Sorcerer. "Orcs! Bring us eight mega-whoppas with fries to go and eight large cokes, and be quick about it!" Another groan went around the table but this time there was no argument. "This is where we came in." Dick muttered in disgust. He had been absently polishing the lamp with a corner of his coat. It made little noises of satisfaction as the tarnish of six hundred years rubbed off to reveal the gleaming metal beneath. "What's this button for?" Bernard whispered to Flossie, who had been searching the room for anything of conceivable use. "I don't know, but it can't do any harm to press it now", Flossie replied, "we seem to have very few options left." She reached out and pressed it. There was a faint click. No secret doors opened and no traps were set off. Nothing happened at all. The lamp, however, stiffened (well, metaphorically anyway). "Who pressed the button?!" It squawked in alarm, forgetting where it was. "Sshhh!" Flossie whispered looking around at the stone door, but the voices continued arguing over who was going to get the tomato ketchup and hadn't heard the lamps outburst. "You haven't pressed the button have you?!" The lamp squawked more quietly but with a note of panic in its voice. "Tell me you haven't pressed the button." it begged. "Why, what does it do?" asked Bernard, somewhat worried by this. As if in answer to his query, a low rumbling could be heard in the distance. "It's the dungeon destruct button, that's what it does! We're doomed! We've got ten minutes to escape from the dungeon before the whole thing collapses!" the lamp cried. The rumbling grew louder, as a chunk of stone fell from the ceiling and a massive crack appeared down one wall of the room, causing the door to fly open.

As they stepped through the opening they could see the faces of the seven villains turning towards them. "The three prisoners again!" cried the Black Sorcerer in disbelief "I should have killed you while I had the chance!" "It's too late now Sorcerer!" cried Flossie. "Your evil plans are defeated! The dungeon will self-destruct in nine and three-quarter minutes, taking all of us with it. There is no escape for any of you!" "I wouldn't be so sure of that!" cried Mr Destruction. He pressed a button on his belt, which instantly unfolded to form a high-powered rocket pack. "Farewell!" he cried, clutching his rabbit tightly as he shot through the main door of the conference room, leaving a Mr Destruction shaped hole in it. "Ve shall meet again, Hazard!" grated Doctor Zed, as his chair vanished down a chute that had suddenly appeared in the floor beneath.

"Arrggle-gargle!" uttered the slime creature, as it activated a teleport from within its tank, and disappeared in a shimmering light. "I shall have revenge!" cried the Demonist Lord in fury, as he pointed his staff at the floor causing an explosion and cloud of black smoke. When this cleared he had vanished with it. "You shall not escape me so easily!" thundered the Dark Lord, as he vanished in a swirl of his night-black cloak. "You meddling fools!" yelled the Black Sorcerer in fury. "Before I escape, at least I will have the satisfaction of turning you all into small inanimate objects!" "Look out!" shouted the lamp, "Mind the wand!" But it was too late. A sizzling bolt of magic shot irrevocably towards Dick. Helplessly he raised his hands to try to deflect the bolt, forgetting that he was holding the lamp in his hands. There was an explosion and clouds of smoke filled the room. "Dick!" cried Flossie, unable to see what had happened through the smoke. Bernard fought desperately through the fumes, afraid that his friend had been horribly transformed into a lampshade or roll-on deodorant. His fears proved unfounded when he almost tripped over Dick, lying on the ground coughing weakly. The lamp lay dented and gently smoking beside him. Flossie joined him and they helped Dick up. "What happened?" Bernard asked, "Why didn't it turn you into a small inanimate object? And what happened to the Dark Sorcerer?" Flossie pointed silently at the place where the Sorcerer had stood. In his place was a small silver toast-rack, beside which lay a charred wand. "The spell must have been deflected by the lamp," she explained, "rebounding onto its caster. But there's no time for that, we have to get out of the dungeon before it's too late!" As if to underline her point klaxons began to sound, and an amplified voice warned: "Danger, evacuate the dungeon." "Quickly!" exclaimed Bernard, "Which way to the lift?" The three rushed out of the main entrance, leaving the toast rack and the charred lamp behind them. "This is all your fault, you know." The lamp informed the toast rack. "Oh shut up!" the toast rack replied crossly.

From a hilltop above the valley Flossie and Bernard watched as Puppi-Snax Pet Food (Middle-Earth division) met its end. Dick had announced that he was returning to down-town L.A., where it was more peaceful and had taken the first cart out of town despite all the Bernard and Flossie could do to talk him into staying. A cool evening breeze blew across the hillside, which was now only occasionally rocked by the earthquakes and explosions that had filled the afternoon. The gleaming metal door had been covered by a landslide, and the metal grille just along the valley had burst open after a particularly violent tremor. Outside it, waiting for the eruptions to die down was a queue of greasy little dwarves with suitcases. A steady queue of creatures had been leaving the valley. As Bernard and Flossie watched, three witches, hauling a cauldron filled with bottles and pots, struggled out of sight along the road. "They've got their jobs back, but what are we going to do?" Flossie said wistfully. Bernard had been thinking hard, "I don't suppose you've ever used those lasers of yours to fry adventurers with?" he asked. "Why yes, I did." Flossie replied "I used to hate it when they wore reflective armour. It was so difficult to fry them evenly, I used to practice until I got quite good at it." "Do you think you could manage to fry pigs and chickens instead?" Bernard asked her, "It's just that I know of a couple of jobs that might be going down in the valley. The pay's not that good, but you get all the mega-whoppas you can eat." "Sounds perfect!" Flossie exclaimed, "Lead me to it." And so they headed off into the sunset, just in time for the evening shift.

*** THE END ***

For all those readers who were wondering who Kylie the Wombat Slayer really is, as promised, I'll tell you - it is EMMA HEGGIE!

HINTS AND TIPS

REVENGE OF THE MOON GODDESS

By DOROTHY MILLARD played on Commodore 64

Pry the door with the crowbar.

Pry the boulder which rolls into the river causing a small rockslide then dig to uncover a spear and a map.

Kill the jaguar with the spear.

Climb the tree and get the egg before you chop the tree with the machete. The tree falls across the river.

In the swamp, follow the map to arrive at a jungle clearing.

Break the egg at the altar to reveal a hole in the floor.

In the underground cell push the wall.

SACRED CROSS

By DOROTHY MILLARD played on Commodore 64

Use the ladder to get the book in the library.

Remove the panels in the bathroom using the crowbar to reveal an east exit leading under the bath. Remove the blackout screen using the screwdriver to reveal a secret passage leading down. Fix the mousetrap using the small screws then set the trap where the rats are.

Unlock the cupboard in the master bedroom with the small key from the medicine cabinet in the bathroom. Return to the vicarage with all the pieces of the sacred cross to complete the game.

PERILS OF DARKEST AFRICA

By DOROTHY MILLARD played on Commodore 64

Dig with your hands in Hidden Valley to find climbing boots.

Dig with your hands where the crashed plane is to find bullets.

Shoot Crocodile, Boa Constrictor, Lion and Rhino (twice).

Throw skull at pygmies, they run off scared and you can pass.

Make a raft using vines and poles.

Make a torch using vines and grass.

Empty the bag of any water and put the torch in it to keep it dry when you go behind the waterfall. You need to ride the raft across the river in order to get the ivory cross.

THE RUNES OF ZENDOS

By MARGO PORTEOUS played on Spectrum

For secret passages and rooms press P at question marks.

Greet the Elf, Cook, Hag and Statue.

Give Raw Meat to Vultus, Diamond to Maiden, Corkscrew to Butler and Bone to the Dog.

Attack Werewolf with Silver Dagger, Armour with Acid and Medusa with Reflector.

Use Shield against Crossbow, Horseshoe against Mirror, Ring for luck.

Wear Earmuff against Bird, Clothes Peg against Fumes, Pendant against the Apprentice.

Examine Ring and all Documents and Food and Weapons for value.

Spells are anagrams of the doors they open: BLUE DOOR - from the notebook of magic BLEN ORWI DEDO OPUE - (just say the spells as they are), GOLDEN DOOR OF TIME, Tattered Scroll - MASIAM OFTIM EDOO TERR.

The spells against Zendos are in chests and usually on ancient scrolls

i.e. JANUARY is WAIT NO MORE - just "say" the spell when you meet Zandos. The Runes - the months are spelt out and the ones on the cover say ZENDOS. DON'T TOUCH THE CLOCK!

ELVIRA - MISTRESS OF THE DARK

By RON RINBIRD played on Amiga

Search all the bedrooms for crossbow bolts.

To kill Lard Bucket, get salt from Torture Chamber and throw it at her when she attacks. Watch her dissolve! When Elvira is back in the kitchen, give her a Glowing Pride Spell. She will enter Dumb Waiter - provided you are facing it - and return with a Key.

In meadow, kill Falcon with Crossbow to get another key. Don't forget to collect the bolt. In the Torture Chamber get Tongs. Lift ring in the floor and get Bones and a further key.

In the Dungeon search for magic ingredients i.e. Earwigs, Spiders etc in the cells.

Maze. Get the Bird's Egg. Make your way to Maze Centre but try to avoid close combat. Lily Pond in Maze Centre. Collect all items. A nest is just South of the Pond. There you will find any items stolen from you by Magpies, together with Elvira's lost ring. Watch out for defenders of the nest.

Hidden Chamber under the Chapel. This is under the Altar. Use Prayer Scroll, place crown on head of Crusader. You can now get the Holy Sword - use it!

TEACHER TROUBLE

By DENNIS DOWDALL played on Spectrum

You need Dillon in the Gym.

Ask for help to cross the road.

Play hocky with the Alien.

Bounce about to help Mr Woods.

To find some keys evacuate the school.

Fill the Jam jar with honey.

HAMMER OF GRIMMOLD

By DENNIS DOWDALL played on Spectrum

N, NE, E, EXAM WOODSMAN, SAY GRIMMOLD - he says "Bring me my sharpening stone and you can have my axe". W, N, IN, the Landlord says "take a seat, SIT, you stub your toe on something, LOOK UNDER TABLE, GET CROWBAR, EXAM LANDLORD, he's a friend, SAY GRIMMOLD, the Landlord says that you will need trolls dust to overcome Valk. UP, about now a traveller will leave the Inn, OUT, someone locks the door behind you. N, N, N, you see the traveller worse for drink about to fall down a ravine, STEADY TRAVELLER, GET CORKSCREW, S, S, W, by dead giant, EXAM GIANT, ROLL GIANT.

ONE OF OUR WOMBATS IS MISSING

By DENNIS DOWDALL played on Spectrum

RED HERRINGS in this game are: FISH, BOTTLE TOP, DUSTBIN, SMALL BLACK BOX, SILVER RING, METAL TOKEN, 50P PIECE, CRUNCHIE BAR, SANDWICH'S, BUCKET, BROOM, LEAVES, GLUE, BIRD FOOD, SPIDER, CARROT, CRISPS, PHONE, PHOTO BOOTH, MOUSE, RED HERRING, CAN OF CARLSBERG, WATNEYS, HEINEKIEN, HARP.

DEEKS DEEDS

By BARRY DURRANS played on Spectrum

Throw Hat to free Fudgler from the Gallows.
The Pette Shoppe Boyes want the DRUM MACHINE.
GIVE PHOTO to get past the Restaurant owner.
LOOK AROUND in the yard.
Carry the Portable Phone and DIAL 174 to get rid of Yuppy.
FIRE GUN to get rid of Highwayman.

CRACK CITY

By JIM DONALDSON played on Spectrum

Get Wire from Cage and Pick Lock.
Turn Bars to get into Warehouse Office.
Put Bug under table and put receiver in ear.
Make phone call on 8th.

ARNOLD THE ADVENTURER

By JIM DONALDSON played on Spectrum

Can't see past Peasant? Drop coin.
Can't get Balloon from Boy? Give Lollipop.
Can't get past rabbit? Give Carrot.
Can't get past Troll? Open Cage.

SECRET OF MONKEY ISLAND

By THE GRUE! played on Amiga

Give the leaflet "How to get ahead" to the Cannibals if you want to solve the maze inside the Monkey head.
If you need another rope, Blow the Dam with the gunpowder, then go to the pond.

SPELLBREAKER

By THE GRUE! played on Commodore

To get the cube from the brown rock, feed the lava fragment to rock then sit on rock. Then ask the rock to go W, NE, S, E, S then if brown rock goes north you go east brown rock goes west you go south Sit on the brown rock and take the cube.

SECRET GARDEN

By H.KNOTT played on Archimedes

At the smooth lawn with the statues: EXAMINE NEPTUNE, Note whatever his trident points to and turn it. Repeat four times. e.g. trident points to gnome, TURN GNOME, trident points to gnome, TURN GNOME, trident points to cat, TURN CAT, trident points to gnome, TURN GNOME.
Then LOOK to find the silver fish.

OBJECTS AND THEIR USES

THE GOLDEN SWORD OF BHAKHOR - SPECTRUM 48K

OBJECTS AND USES - PART 2. BY ALF BALDWIN

- BAT - Trying to catch it triggers appearance of mouse.
- MOUSE - Keep trying to catch it until it runs to snake's location and is eaten. This triggers appearance of mongoose.
- MONGOOSE - Keep trying to catch it. When it runs into hole in Damp room, block hole with mud. Next time it runs here, it will not be able to escape through the hole and you will succeed in catching it. Take it to the snake's location and it will kill snake.
- SKELETON - In alcove. Examine it to find key and Ivory disc.
- KEY - Unlocks door in crumbling tunnel.
- CHIEFTAIN - You must kill him to get his robe. Wearing the robe you will not be attacked by military patrols and the tribal women will let you have the food.
- FOOD - Gives you the strength to climb up the well a second time. Do not eat it until you are told you need to otherwise game will crash.
- MAIDEN - Princess Mari-Am. Rescue her from the tribesman and she will lead you to Arkan-Ra.
- ARKAN-RA - Forgive him for losing his key and he will give you a Silver disc.
- SERPENT - Thrust sword into hole to kill it. Get the key caught round its head.
- KEY - Unlocks door in wall of well.
- ROPE - Pull it to break off bottom part. Although it is rotten, it does have a good useable section.
- WELL - The wall can be climbed.
- ROCK - Throw it at the cage to make it tilt and descend.
- CAGE - Before he dies, the old man holds out a gold disc and tells you Mari-Am knows where his key is hidden.
- PAVILION - Front entrance is guarded so cut hole in canvas with your sword to enter at the back. You are in the Harem and Mari-Am joins you. The guards rush in so go out and lift trapdoor to hide in well inspection pit. Mari-Am asks you to get her white camel and will wait for you in the desert.
- WHITE CAMEL - Make lasso with good part of rope and lasso camel. It carries you across the desert where you meet Mari-Am, then on to a cave. Get the old man's key hidden in the saddle.
- NARAN-DA - Guardian of the Way. Give him the three discs and he will tell you the password for part 3. Open the door at the back of the cave with the key, and a long passage will lead you through a secret door to an antechamber beneath the Superior Temple.

SERIALISED SOLUTIONS

THE AXE OF KOLT By JACK LOCKERBY played on Spectrum

Continued....

PART THREE. You are whisked away to the small mining village of Daymn and you quickly find that it is extremely tricky getting passed a group of Xixon warriors who are sitting around a roaring fire in the village centre. You look around and see that there are plenty of hiding places that you can run or crawl to, but first you must somehow distract those lizard men. South of the centre you find a stone and fire your catapult, the elastic breaks but you have achieved your first objective and the warriors stand up to look where the stone landed, you run eastwards and throw yourself behind a horse trough.

While the soldiers are still on their feet you crawl east again and crouch once more behind an overturned cart. Looking around you see an old house at the southeast corner but first you must distract those soldiers again. With no catapult you check your possessions and see that you have a piece of string and the spear head so you tie the string to the head, whirl it around and then release it. It makes the soldiers jump and their officer orders them to go north to check the disturbance. You run east not to the safe shelter of the old house. The route southeast will now take you out of danger, for the time being! You soon come across a boarded up mine shaft and being an inquisitive person you stand on the boards and have a look around. Suddenly the boards give way and you are plunged down into the mine shaft, all your possessions falling with you.

Fortunately there is just enough light for you to see the winch rope nearby, you grab the rope and halt your fall. Climbing down you feel your way around and soon touch an opening to the south. Taking a chance you decide to jump south and you land safely on your feet, only now you are in complete darkness. As you continue to feel your way around you discover a route south, you go south and soon your hand closes on an object. Feeling it lets you know that you have found a pair of goggles. You wear the goggles and can now see within a small radius. With nothing else to be found on this level you go to the shaft and grab the rope again. This time as you climb up you can see the walls of the shaft around you. Presently you spot an opening to the east. You jump east but as you do, the winch rope and its supporting timbers crash to the shaft bottom. Looking up you notice a long steel bar attached to the roof, a few feet above your head. Examining the buffers reveals that they are held in place by large bolts. Going east along the tunnel you come across an old mine wagon, without stopping you continue your exploration until a nasty surprise awaits you as you enter a narrow opening. An extremely large RAT confronts you and it's obviously very hungry but, without waiting, you immediately start to run back to the shaft. As you pass the wagon you remember the steel bar and you make a grab for it. The rat, unable to stop its momentum flies at you, misses and crashes to its death in the shaft.

With that danger out of the way you start to examine the wagon and its various components. You soon discover that a pin is missing that holds the swivelling box in position. The wheels are stiff and will not turn and that most of the carriage is rusted over. You look under the wagon and find the missing pin but before you insert it into the lugs you start to scrape away at the rust. To your surprise you find a compartment and a little searching reveals a large hacksaw. You go back to the buffers and saw the bolts and also the long steel bar. The

buffers are extremely heavy so you decide to leave them and then you head off east down the tunnel. You find a turntable which is aligned north to south. You turn into the short north tunnel and then east into that narrow opening which leads into an old store chamber and a little searching brings to light a tub of grease, a heavy hammer and, when you pull down an old shelf, you find a piece of chalk. Moving some of the boxes reveals a hole and reaching in you pull out a sparker. You pause for a moment to examine the items that you have found and notice that when you examine the hammer more closely you can see the faint outline of a name, etched into the shaft. You rub the shaft with the piece of chalk and take a note of the name, "Torbig Frisbak" for future reference.

You head back west and travel north. Here the ground is unstable and before proceeding further you wisely look north. You see a pickaxe, on the ground about 7 feet in front of you. You get it by using the long steel bar. Retracing your steps to the junction you head south and search the rubble and find a fuse. You also note that the timber here is loose so you pull it very carefully. It comes away without any mishap but it is too heavy to carry with all your other items. Heading east from the turntable you search the track where it's very bumpy and find a stick of explosive. Further east the tunnel comes to an end opposite a vast underground chamber in which a fierce wind blows south to north. This might be the way out so you lever the track south as far as it will go using the longbar. Then you realise that the track will have to be graded if you want to cross that wide chamber and land safely. You fetch the buffers and slide them under the track using the long bar and you turn the turntable and lever into an east-west alignment. At the wagon you apply grease to the wheels and insert the long bar into the brake hole. You climb into the wagon and drop all your possessions and head back for that support timber which you also put in the wagon. Climbing into the wagon you release the brake and push on the roof, the wagon starts to roll and gathers speed. As it sails in the air over the underground chamber you pull on the brake to stop it crashing.

You get all your possessions out of the wagon, in the case of the support timber you have to throw it out. You head off east and are soon confronted by a barrow wight. You show him the talisman and say "Begone Torbig Brisbak" and thus release his soul from purgatory. This section of the mine contains 12 locations and you soon find an old spade. Checking all the supports to see if they are sound you find that the section outside an alcove is in need of repair. You fetch the support timber and prop the timber under the roof beam and secure it by hammering it. At the extreme end of the tunnel you find a chisel by searching among the timbers. With the chisel you test all the rockfaces by tapping them and discover that the one where you found the chisel is the one that offers least resistance. You make a hole using the hammer and the chisel and attach the fuse to the stick of explosive and insert the latter in the hole. Lighting the fuse with the sparker you head for the safety of the alcove and reach it just in time.

Back at the rockface you find that the explosion has made a hole big enough for you to drop down in. You land in a chamber filled with boxes, crates etc. Behind the boxes you discover a rather long staff. Large bronze doors bar the route northwards. Going south you examine the walls and floor and note that they are covered in holes about an inch in diameter. It could be a trap of some kind so, selecting the heaviest item in your collection, you throw the hammer on the floor.

This triggers off a shower of small pointed stakes which emerge from the walls and floor. You are now faced with large silver doors. You push these open with the long staff and do the same at the gold doors but this time the staff is lost under a heavy stone.

You go south into the tomb of King Kolt. Under the throne is the bronze key that will unlock those bronze doors and as you examine the throne you notice the skeletal remains of the king and he is holding the fabled axe. You take the axe and head back to the bronze doors. You soon have them open and continue forwards until you eventually reach a brick wall. You break this down with the pickaxe and are then faced with a huge pile of earth. You dig away at this with the spade until you come to an extremely heavy rock. You push and push and push until the rock falls leaving a clear route out into the daylight. You don't travel very far before you are captured and even the axe cannot save you.

As you sit, chained up with Xixon soldiers guarding you, you manage to examine a small grille beneath your feet and note that it has a small hole in the centre. You manage to remove your goggles and you hide them in the hole. Before long an officer arrives and ushers the men out leaving you all alone.....So ends part 3 of Axe of Kolt.

TO BE CONTINUED...

GETTING YOU STARTED

HOUSE OUT OF TOWN

By JIM STRUTHERS

EXAM ROCK, GET COAT, WEAR COAT, EXAM DESK, OPEN DRAWER, LOOK EXAM DRAWER, GET KEYS, GET BRIEFCASE, EXAM BRIEFCASE, W, N, D, S, S, (the briefcase opens itself!), EXAM CASE, BUY TICKET, E, GIVE TICKET (NB Don't forget to close the door on the way out from your office!).....

STORM MOUNTAIN

By JIM STRUTHERS

GET EXPLOSIVE, EXAM EXPLOSIVE, N, E, GET BUCKET, E, GET MATCH, W, W, SW, FILL BUCKET, S, W, D, GET ROPE, UP, N, GET PLANKS, S, E, S, TIE ROPE, CROSS LAKE, GET HORSESHOE, CROSS LAKE, N, E.....

DETECTIVE

By JIM STRUTHERS played on Amstrad

N, N, CLIMB WINDOW, W, GET CROWBAR, E, S, EXAM PUTZ, GET COLLAR, N, CLIMB WINDOW (if the Butler appears), REMEMBER BUTLER.....

DREAMARE - PART TWO

By MARGO PORTEOUS played on Spectrum

EXAMI BUSHES, GET SPADE, EAST, EXAMI STONES, GET BOX, EXAMI BOX, DIG, GET BALL, EXAMI BALL, LOOK IN BALL (you are transported to Medieval Hall). EAST, CLOSE EYES, EAST, OPEN BOX, REDES, GET BONE (key), WEST, WEST (you are now in cage), GIVE BOX TO MAN (you are transported to a graveyard), EAST, SOUTH, SOUTHEAST, EXAMI GRAVE (has your name on it), DIG, DIG, DIG, REDES, GO HOLE, OPEN COFFIN, DOWN, EXAMI FLAGSTONES, GET CRUCIFIX, EXAMI ALTAR, EXAMI BLOODSTAINS, PRESS BUTTON.

EXTRICATOR

By MARTIN FREEMANTLE played on Spectrum

EXAMI SCARECROW, GET SHOVEL, S, S, S, DIG, DIG, DIG, ENTER TUNNEL, E, EXAMI SKELETON, GET WALKMAN, GET SPANNER, W, S, S, REMOVE HAT, FILL HAT, S, EXAMI GRILL, UNDO BOLTS, ENTER AIRDUCT.....

LIFEBOAT

By MARTIN FREEMANTLE played on Spectrum

GET OAR, TALK TO SHAMUS, SAY TAKE THE OAR, ROW, ROW, ROW, ROW, ROW, ROW, ROW, ROW, GET DOG, GET CASE, HIT PEDRO, ROW, ROW, DROP OAR, UP, EXAMI VANE, N, IN, EXAMI WOMAN, GET BOOK EXAMI BOOK, KISS WOMAN, TAKE HAND, SIT, LOOK, E, GET PAPER, EXAMI PAPER.....

WITNESS

By THE GRUE! played on Commodore

N, N, PRESS BELL, WAIT, WAIT, IN THE OFFICE SIT IN THE WOODEN CHAIR, READ NOTE, QUESTION MR LINDER ABOUT STILES, MONICA AND MRS LINDER, EXAM CLOCK, WAIT UNTIL 9PM, AFTER THE MURDER GET UP AND EXAMINE CLOCK, PRESS BUTTON, ASK PHONG TO TELL YOU ABOUT THE BUTTON.....

SUSPENDED

By THE GRUE! played on Commodore

SENSA, GO TO WEATHER CONTROL - POET, GO TO SUB SUPPLY ROOM - WALDO, GO TO MIDDLE SUPPLY ROOM - POET, GET WEDGE AND GO TO HALLWAY JUNCTION - IRIS, GO TO MAIN SUPPLY ROOM - WHIZ, GO TO HALLWAY JUNCTION - WAIT - SENSA, SET SECOND DIAL TO 100 - POET, PUT WEDGE BY STEP - CLIMB WEDGE AND GO TO HALLWAY END - WHIZ, LOOK - CLIMB WEDGE - NORTH - GET WEDGE AND GO TO SMALL SUPPLY ROOM.....

GUILD OF THIEVES

By PHILIP REYNOLDS played on Amstrad

Pull the rope and jump onto the jetty, go southwest then north and help the old man then enter the drawbridge. You are shown to the entrance hall and will be told about the rat race that is to be held shortly. Go west and look into the bucket, get the coal and break it to find a fossil, go south, examine the paintings, take the oil painting and note the clue on the watercolour you will need this later, go south, examine the settee then examine and open the cushion, look inside the cushion then get and examine the note, go to the kitchen, open the swag bag and get and light the lamp.....

ADVENTURE QUEST - A GOLDEN OLDIE

By RON RAINBIRD played on Atari 800XL

Start by a building at the end of road, IN, GET TABLE, OUT, S, S, S, S, DROP TABLE, GET ORCHID, N, N, E, GET ONION, EAT ONION (saves you from Dracula later in the game), N, (Unicorn appears), GIVE ORCHID (to Unicorn who beckons you to follow), N, N, N, GET PIPES, GET MEDALLION (Talisman), S, S, S, S, E, UP, (Wizard gives you a scroll), READ SCROLL, LOOK (you see a stick), GET STICK, (throw and retrieve stick whenever wolves appear), D, D, W, N, W, N, IN, DROP SCROLL, PIPES and MEDALLION, OUT, W, W, W, S, S, DROP STICK, CLIMB TREE, GET SILVER BALL, DOWN, GET STICK, N, N, E, N, N, IN.....

BLOOD OF BOGMOLE

By BARRY DURRANS played on Spectrum

When fly lands on face, SLAP FACE, CLIMB TREE, GET BUCKET, D, GET FLY, PUT FLY IN WEB, GET COIN, E, PUSH TROLL, D, E, SLAP FACE, SLAP FACE, SLAP FACE, DROP COIN, D, RAMSAVE. When it rains FILL BUCKET FROM PUDDLE.....

GETTING STARTED.

SECRET OF UR
By Graham Wheeler on Amstrad.

ENTER BAY.GET PARACHUTE.ENTER CABIN.OPEN DOOR.JUMP(you escape from the plane just before it crashes). REMOVE PARACHUTE.EAST.SOUTH.SOUTH.EAST.GIVE PARACHUTE TO NATIVE. FOLLOW NATIVE (he takes you to the crashed plane). ENTER PLANE. EXAMINE PILOT. GET FLARE. GET FLASK. ENTER BAY. GET MASK.GET MACHETE.GET DINGHY.ENTER CABIN LEAVE PLANE.EAST.EAST.EAST.NORTH.NORTH.ENTER HUT.GET ROPE.LEAVE HUT.WEST.NORTH.NORTH.NORTH.EAST (you must have the machete to move in the jungle).GET THORN.

ROYAL QUEST.
By Graham Wheeler on Amstrad.

EAST.SOUTH.DIG(you find a skeleton,not needed).NORTH.WEST.WEST.DIG.GET FLINT.SOUTH(the king tells you the crown has been stolen,he also gives you a sword).NORTH.EAST.EAST.EAST.SOUTH.GET HATCHET.EXAMINE TREES(you see some apples,they are only needed if you decide to wake the dwarf). NORTH.EAST.EAST.SOUTH.EAST.NORTH.CUT ROPE (with the hatchet to free the boat).DROP HATCHET. BOARD BOAT (there is a net in the boat). ROW EAST. ROW EAST (you can GET and CAST NET at this point but you only catch some fish which are not needed).ROW EAST.ROW NORTH (north bank)

STRYPTISCHE.
By Graham Wheeler on Amstrad.

SOUTH.SOUTH.SOUTH.SOUTH.IN.EAST.EXAMINE DESK(the can is of no use).OPEN DRAWER.EXAMINE DRAWER.LOOK.GET REPORT.EXAMINE REPORT.DROP REPORT. WEST. WEST.GET CLEAVER.EAST.UP.UP.EAST.EXAMINE BODY (it's Charles).WEST.WEST.EXAMINE BOOKS.READ DREAMS.READ BURKE AND HARE.READ CHRISTOS EXPERIMENT. READ ANCIENT ROME.READ LIFE IN DARK AGES.READ HELL.READ EGYPT(the books tell you how to use dreams to move and where to dream yourself to).READ WITCHCRAFT (you are unable to read this book but you discover the words SPIREAT LEAVITICATE on the cover).EAST.EAST. LIE DOWN. MESSAGE TEMPLES. DREAM ABOUT BURKE AND HARE.EAST.GET JAR.GET SPADE.NORTH.KILL GHOUL WITH CLEAVER.NORTH.DIG.LOOK.GET SKULL.GET MOON CARD.DROP SPADE.WAKE.

SCARY TALES.
By Graham Wheeler on Amstrad.

GET KNIFE.GET BREAD.NORTH.UP.EXAMINE BED. EXAMINE MATTRESS. CUT MATTRESS WITH KNIFE. GET KEY. (there is a slipper in the wardrobe but it is not needed). DOWN.UNLOCK DOOR.NORTH.GET SPADE.EAST.DIG.LOOK.GET COIN.WEST. NORTH.NORTH.NORTH.GIVE COIN TO MAN.LOOK.GET BEANS.NORTH. GIVE BREAD TO MINSTREL(he sings a song). EAST. EAST. EAST. EXAMINE TUFFET. LOOK. GET BUCKET.NORTH.NORTH.NORTH (in three bars house).UP.GET PRA.DOWN.SOUTH. WEST.WEST.NORTH.FILL BUCKET (with water from well). SOUTH. EAST. EAST. SOUTH.SOUTH.WEST.WEST.WEST.SOUTH.SOUTH.SOUTH.SOUTH. EAST. PLANT BEANS. LOOK (a shoot grows) WATER SHOOT (a huge beanstalk grows).UP.UP.NORTH. NORTH.IN.EXAMINE FEET(the giants laces are undone).TIE LACES(together) EAST.GET EGGS (the goose is not needed).WEST (the giant falls over and breaks his neck).WEST.SOUTH.SOUTH.DOWN.DOWN.

KINGS AND QUEENS OF THE CASTLE

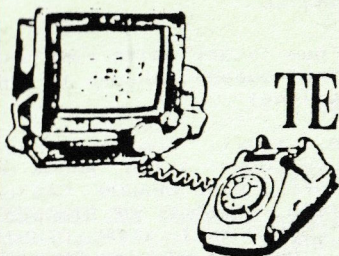
Following my remarks last issue about a "new start" with complete lists of adventures solved by our Kings and Queens, thanks to the following kind souls we can start the ball rolling!

BARBARA BASSINGTHWAIGHT, 70 Coronation Ave, Yeovil, Somerset, BA21 3DZ can offer help on the following BBC adventures: ALIEN, ARROW OF DEATH 1 & 2, AXE OF FORT, BLOOD OF THE MUTINEER, BLUE DRAGON, CASTLE BLACKSTAR, CASTLE DRACULA, CASTLE FRANKENSTEIN, CASTLE OF RIDDLES, CAVE MAN, CIRCUS, CLASSIC ADVENTURE, COLDITZ, COUNTDOWN TO DOOM, DENNIS THROUGH THE DRINKING GLASS, DODGY GEEZERS, DRAGONS TOOTH, EMERALD ISLE, ERIK THE VIKING, ESCAPE COLDITZ, ESCAPE PULSAR 7, EYE OF ZOLTON, FEASIBILITY EXPERIMENT, FINAL MISSION, FIRIENWOOD, FIVE SPHERES OF GOLIATH, FRENCH ON THE RUN, GATEWAY TO KAROS, GOLDEN BATON, GREEDY DWARF, GREMLINS, HAMSTAD, HOBBIT, ISLAND OF XAAN, JAVA STAR, JUNGL DRUMS, KALETH, KINGDOM OF HAMIL, LOCKS OF LUCK, LORDS OF TIME, LOST IN XANADU, MAGNETIC MOON, MOUNTAINS OF KET, MYOREM, NINE DANCERS, OLD FATHER TIME, PERSEUS AND ANDROMEDA, PHILOSOPHERS QUEST, PLANET OF DEATH, PROGRAMMERS REVENGE, PROJECT THESEUS, PUPPET MAN, QUESTPROBE, REBEL PLANET, RED MOON, RELUCTANT HERO, RETURN TO ZDEN, REVENGE OF ZOR, RICK HANSON, RING OF TIME, ROBIN OF SHERWOOD, ROHAF THE SWORDSMAN, SECRET MISSION, SHRINKING PROFESSOR, SNOWBALL, SORCERER OF CLAYMORGUE CASTLE, SPHINX, SHREWSBURY KEY, STAR TREK, STARSHIP QUEST, STOLEN LAMP, STRANGE ODYSSEY, STREET PATROLLER & REMIX, TEMPLE OF TERROR, TEMPLE OF VRAN, TEN LITTLE INDIANS, HUNT, MYSTERY OF THE LOST SHEEP, RISING OF SALANDRA, TIME MACHINE, VILLAGE OF LOST SOULS, VOODOO CASTLE, WAXWORKS, WHATS EYORES, WINTER WONDERLAND, WIZARD OF AKYRZ, WIZARDS CHALLENGE, WORM IN PARADISE, WYCHWOOD, XANADU, XANADU COTTAGE. Played on Spectrum: AGATHAS FOLLY, BORED OF THE RINGS, CASTLE EERIE, CIRCUS, CLOUD 99, COLDITZ, CRYSTAL QUEST, CUSTERDS QUEST, DESERT ISLAND, DRAGON SLAYER, EXCALIBUR, FUDDO AND SLAM, GIANT ADVENTURE, GREEN DOOR, HIT, HAMSTEAD, HOUSE ON THE TOR, LIFEBOAT, LIFETERM, MANSION QUEST, MERHOWNIES LIGHT, MISSION X, MORON, O'LN DOOR, PIRATE ADVENTURE, SEABASE DELTA, SHREWSBURY KEY, S.M.A.S.H.E.D., STAR WRECK, THE CHALLENGE, THE DEVILS HAND, THE MENAGERIE, THE MISER, THE OZONE, VALKERIE 17, WHITE DOOR and WIZ BIZ.

PHILIP REYNOLDS of 36 Grasmere Rd, Royton, Oldham, Lancs can offer help on the following Amstrad adventures: ADVENTURE QUEST, ANGLIQUE, APACHE GOLD, ARNOLD GOES SOMEWHERE ELSE, ATALAN, BLACK FOUNTAIN, BRAWN FREE, CITY FOR RANSOM, COLOSSAL CAVE, COUNTDOWN TO DOOM, DUNGEON ADVENTURE, D.A.A. ESCAPE FROM KHOSHIMA, FOREST AT WORLDS END, GALAXIAS, GUILD OF THIEVES, HAUNTED HOUSE, HEROS OF KARN, IMAGINATION, JEWELS OF BABYLON, KINGDOM OF HAMIL, LEATHER GODDESSES, LORD OF THE RINGS, MESSAGE FROM ANDROMEDA, MICROMAN PROJECT X, MOONMIST, MORDONS QUEST, MOUNTAINS OF KET, NECRIS DOME, NOVA, QUEST FOR THE GOLDEN EGGCUP, RETURN TO EDEN, SEABASE DELTA, SHARPES DEEDS, SNOWBALL, SUBSUNK, BIG SLEEZE, MURAL, PAWN, TRIAL OF ARNOLD BLACKWOOD, TOP SECRET, WINTER WONDERLAND and WISE AND FOOL OF ARNOLD BLACKWOOD.

SIMON AVERY, 71 Fore St, Chudleigh, S Devon TQ13 0HT can offer help on the following Amstrad adventures: CASE OF THE MIXED UP SHYMER, QUEST, BLACK KNIGHT, GHOST HOUSE, FOREST AT WORLDS END, JEWELS OF BABYLON, SEABASE DELTA, HOBBIT, BLACK FOUNTAIN, BOGGIT, SCARY TALES, D.A.A. NITE TIME, CAVES OF BEW BEWS, GRUE-KNAPPED, CRISPIN CRUNCHY, SOULS OF DARKON, AL-STRAD, ESCAPE FROM PLANET OF DOOM, CAVE CAPERS, MESSAGE FROM ANDROMEDS, QUEST FOR THE GOLDEN EGGCUP, CONCH and YAWN.

DON'T FORGET TO ENCLOSE S.A.E WHEN WRITING FOR HELP.
Send in your lists if you would like to offer postal help.



TELEPHONE HELPLINE

ALF BALDWIN	0452 500512	MON TO SAT 10AM TO 5PM	Spectrum
JACK HIGHAM	0925 819631	FRI TO MON 7AM TO 10PM	Spectrum
DOREEN BARDON	0653 628509	MON TO FRI 6PM TO 10PM Weekends any reasonable time	Spectrum
JOAN PANCOTT	0305 784155	SUN TO SAT 1PM TO 10PM	Amstrad
ISLA DONALDSON	041 9540602	SUN TO SAT NOON TO 12PM	Amstrad
STUART WHYTE	061 9804645	ANY REASONABLE TIME	Amstrad
MERC	0424 434214	ANY REASONABLE TIME	Atari ST
JASON DEANE	0492 622750	ANY REASONABLE TIME	Amiga
VINCE BARKER	0642 780076	ANY REASONABLE TIME	Cbm 64
BARBARA			
BASSINGTHWAIGHTE	0935 26174	SUN TO SAT 10AM TO 10PM	BBC
BARBARA GIBB	051 7226731	ANY EVENING FROM 7PM	Various
ROBIN MATTHEWS	0222 569115	OR 0642 781073 EVENINGS AND WEEKENDS	IBM PC
WALTER POOLEY	051 9331342	ANY REASONABLE TIME	Various
MIKE BRAILSFORD	0582 757788	SUN TO SAT 10AM TO 10PM	Various
NIC RUMSEY	0323 482731	MON TO FRI 6PM TO 9PM	Various
DAVE BARKER	071 7321513	MON TO FRI 7PM TO 10PM	Various

*** THE ULTIMATE INFOCOM HELPLINE ***

If you need help with an Infocom adventure then who better to help you than a GRUE! Ring GRUE on 0695 573141 between 7.30pm to 9pm Mon to Fri or write to 64 County Road, Orskirk, West Lancs, L39 1QH.

*** ADVENTURE PROBE ***

NEW TELEPHONE NUMBER FROM MARCH 21ST!

0492 877305 +FAX

Between 10am and 9pm any day apart from Sunday please

If you need to contact Adventure Probe then I will try to be available during these times apart from shopping and the occasional evening meeting. If you are telephoning for help on an adventure then please try to call during daytime hours but please try one of the helpliners for help first, as above.

PLEASE MAKE SURE YOU ONLY RING DURING THE TIMES SHOWN